DUNGEONS & DRAGONS®

FANTASY ROLE-PLAYING GAME

SET 2: EXPERT RULES

This game requires no gameboard because the action takes place in the player's imagination with wilderness adventures that include new monsters, treasures and magic.

Ideal for 3 or more beginning to advanced players, ages 10 and up.

TSR, Inc.

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FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

DUNGEONS & DRAGONS®

EXPERT RULEBOOK

THE ORIGINAL FANTASY ROLE-PLAYING GAME

TSR Hobbies Inc.

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Preface

By the light of your torch, you have seen the sparkle of coins and gems. You have pried magical swords from their age-old resting places. Strange beasts have been met and overcome; odd and unexpected friendships have come to light. You are an Adventurer.

After each perilous dungeon expedition, you have stepped out into the sunlight to return to your home. But what do you know of the green countryside, the farmers' golden fields, and the land beyond? What of your town, friends and neighbors? Indeed, noble traveler — what do you know of the world?

Watch! The world around you is coming into focus. More details await your discovery, in places far and near. Your quiet little home town of Threshold is only a beginning; the Duke's mighty capital, Specularum, beckons from the southern coast. There you may visit the local marketplace, seeking the stories of foreign lands brought by caravans and traders. Take a raft downstream, or follow a trail into the gnome hills; adventure lurks at every turn.

Gather knowledge, wealth and power; you can build a castle, attract followers, and even become ruler of a land. All this lies in your future — *and this is only the beginning.*

The horses are ready; dawn is breaking. Whither are we bound?

Frank Mentzer
May 1983

Earlier Editions and Rule Changes

The **DUNGEONS & DRAGONS®** game, first created in 1974, has changed as more and more people have played it. You may find three earlier versions — the Original Set, in small brown or white boxes (now collector's items), the "blue book" edition of 1978, and the "red book" edition of 1981.

The Original Set was written by and for "hobby gamers." But now, with millions of players around the world, a more generally understandable version is needed — the volume you now hold, together with the new Basic Set. So many changes have occurred since 1973 that the task of explaining all of them would require a booklet of this size — and thus, they are not included here.

Use these rules (along with those in the revised Basic Set) whenever differences between the old and new rules occur.

DUNGEONS & DRAGONS® Expert Rulebook

by Gary Gygax and Dave Arneson

Fantasy Adventure Game

Revised by Frank Mentzer
Editing by Anne C. Gray
Illustrations by Larry Elmore

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WARNING: This book has been designed to be used with the **DUNGEONS & DRAGONS®** Basic Set (the red box); it does *not* explain how to play the game. You *must* have the Basic rules before you can use this set.

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Introduction

First there was the DUNGEONS & DRAGONS® Basic Set. It taught you to play fantasy characters of low experience levels (1-3) and provided guidance on how to create your own dungeons for hours of fun.

Now there is the D&D® Expert Set which will add a whole new dimension to your games. D&D Expert will teach you how to play characters of experience levels 4 through 14. It also opens the doors to the world outside the dungeon. The **wilderness** awaits.

You will learn about the world your characters live and adventure in, including their Home Town. And you will learn how to keep the story of your character's adventures alive in the **campaign game,** the saga of the world where the character lives.

This set includes two booklets. The first contains all the new rules for the player and Dungeon Master. These rules have been carefully designed to add to those you learned in the D&D Basic Set, and can only be used with those rules. The second is an Adventure Module and provides the setting for many adventures on the Isle of Dread, as well as showing you how a wilderness is created.

These new rules are easy to learn and use:

If you are a Player, turn to the **Players' Information** section and read about the new abilities and spells of each character class. And if you are a Dungeon Master, turn to the **Dungeon Masters** section to review the new Procedures, Monsters, and Treasures, and learn how to create your own wilderness adventures.

Finally, to help you find rules during the game, rules are arranged alphabetically in each section and there is an index on the outside back cover of the rule book.

The Expert Game

When you used the D&D Basic rules alone, most adventures were simple "off to the dungeon and back again" affairs. Your low-level characters were still learning about simple adventuring — and you were, too!

However, just as in real life, nothing is quite that simple. Instead of merely going from town to dungeon, your characters may now explore the hills and forests of the wilderness world, as well as the challenges of rivers and seas.

The Player's Opportunities

A character who grows in wealth and power may build a castle and attract followers. Settlers may come to live nearby, and your character may eventually become the ruler of a land! Living in a fortress, your character may settle and control larger and larger areas, bringing civilization to the wilderness. You can discover the fun of playing the role of a medieval land owner — coping with day-to-day troubles, wandering monsters, and even attacks from powerful characters, both PCs and NPCs.

Your characters can continue to travel, roaming the wilderness in search of high adventure. In dungeons, many new monsters and treasures await your arrival. Castle owners may invite you in for a splendid banquet, followed by stories and rumors of great dangers and fabulous treasures. Or perhaps they will not look upon your arrival with kindness . . .

Whichever route you choose, you will discover the excitement and intrigue in dealing with the great wide world. Things are happening elsewhere in the lands, and some events may affect your characters — such as weather, war, and politics. The characters may, in turn, affect the course of events. Many story lines may be developing at the same time (just like in a fantasy novel!).

Your DM will consider the greater forces of nations and rulers, and combine this "flow of history" with the lesser forces of the actions of your characters. Logical results may create unexpected situations — often even surprising the DM! In this way, everyone contributes to the development of the fantasy world.

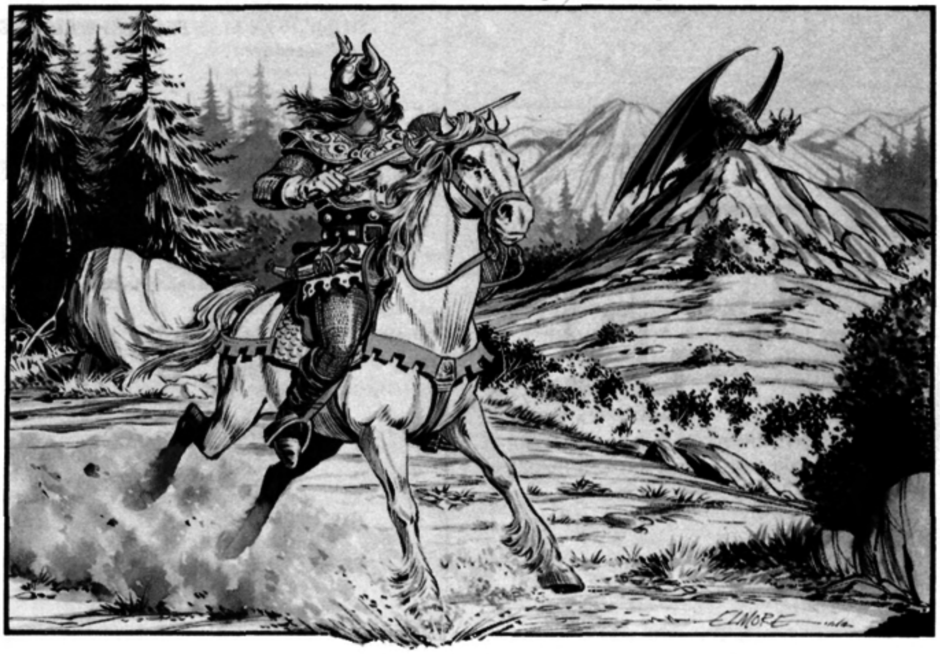
The Dungeon Master's Task

As a Dungeon Master, your D&D wilderness adventures will be far more challenging than a simple dungeon or two. For example, you should have a general idea of what is in each area of the wilderness, for the party may go anywhere! Although a few hints may help to guide the characters toward a desired area, you must be ready to make up minor details as needed, often during play.

But before designing a full campaign world in all its complexity, you should understand more about small towns and how they survive. Once you understand how towns begin and grow, cities and even whole nations can be designed.

A full history and background adds that "final touch" to the characters' world — the difference between a good Campaign and a great one. Adventurers may even shape the history of their world as they become more powerful. More details about the lands, peoples and cultures of a fantasy world are given in the D&D Companion Set.

A campaign is limited only by the creativity of the Dungeon Master and players. There are dragons to slay, evil hordes to overcome, towns to visit — and as usual, dungeons to explore. Onward!



Player's Information

Hit Dice and Hit Points

After a character reaches name level, the player no longer rolls dice to find additional hit points for the character. For each level of experience earned, a given number of hit points (instead of hit dice) will be gained. Each character can earn 9 hit dice at most (8 for halflings). Any Constitution adjustments to hit points apply *only* to the Hit Dice, and *not* to the hit points added at higher levels.

Maximum Levels and Experience Points

One simple but firm rule of the D&D game is that of "Maximum Levels." A demihuman character starts with far more special abilities than a human. To help keep all the character classes in balance, a halfling may only rise to 8th level; dwarves and elves may not progress beyond 12th level. All human classes may continue to 36th level.

Experience points, however, never reach a maximum. They may always be earned, even if a character's level has stopped increasing. Players should keep records of all XP gained; this may affect high-level play, as described in the D&D Companion and Masters Sets.

Horses

As the Campaign develops, characters will travel many miles in search of adventure. Most characters will probably purchase one or more horses to make travel faster and easier. **Riding horses** are the fastest normal steeds, but are no help in combat, and do not wear barding (horse armor).

War horses are larger and tougher, and may be useful in wilderness encounters. A war horse can fight, using its two front hoof attacks (for 1-6 points each), with the help of the character riding it. While guiding the horse, the character may not attack or cast a spell, but may perform some other action (such as drinking a potion, changing weapons, etc.). When not ridden, a war horse will defend itself without needing such guidance. Any character class can ride a war horse.

Titles

Most of the titles given in the class descriptions apply to male characters only. Feel free to create feminine forms for female characters!

Spell Casting

All details on spell casting, as given in the D&D® Basic rulebook, still apply in full.

Re-memorizing spells: After a spell is cast, the character cannot regain it until well-rested. One night's sleep is enough. Upon awakening, and before other activities, an hour (of game time) must be spent in study or meditation. Magic-users and elves must use their spell books to regain spells.

Reversed spells: Some spells may be "reversed" — cast with a result opposite to the normal effect (*cure light wounds* becomes *cause light wounds, light* becomes *darkness,* etc.). The effect of a reversed spell is given in the spell description.

A cleric may reverse a spell simply by casting it backward. The player simply says, "My cleric is casting the spell in reverse." However, Lawful clerics prefer the normal spells, and only cast the reversed forms in life-or-death situations. Chaotic clerics often use the reversed spells, and only use the normal forms to benefit their friends. Neutral clerics may choose to cast the normal or the reversed forms, but the cleric must continue using the forms first chosen, and is not free to change from one to the other.

Unlike cleric spells, reversible magic-user (and elf) spells must be memorized in reverse to be usable. The spell caster must select the normal or reversed form of the spell when the spell is memorized for the day. Of course, any spell may be studied in both normal and reversed forms. For example, if a Seer has a *light* spell in a spell book, the character could study both *light* and *darkness* for an adventure.

Multiple Spell Effects

Hit rolls, damage rolls, Saving Throws, Morale, and other abilities may be affected for a short time by using certain magic spells. In general, multiples of the same spell (such as two *bless* spells) do not combine their effects, even if cast by two different characters. Two *haste* spells do not allow attacks at four times the normal rate; only the first *haste* will take effect. Different spells, or those that add to the effects of magic items, will usually combine successfully. For example, a *bless* and a magic sword will both apply to a Hit roll, in addition to Strength bonuses.

Character Classes — Human

Cleric

For the first three Levels of experience, a cleric's power is very limited. But as they advance (to a maximum of 36th level), clerics obtain more spells of greater power, due both to practice and the strengthening of their beliefs. It is very important for clerics to be faithful to their beliefs.

If a cleric behaves in a manner that does not fit the character's Alignment or beliefs, the cleric may be punished by the church — or even greater powers. This punishment could, for example, be a penalty on Hit rolls, a dangerous quest that must be completed, or even a lack of spells. Your DM will tell you what the character must do to recover good standing.

When a cleric reaches **Name** level, a castle may be built. If the cleric has never been punished for misbehavior, the cleric's church may help with the cost. Some followers may come to assist and serve the cleric. Your DM will help with the details.

CLERIC SAVING THROWS TABLE

Level:	1-4	5-8	9-12	13-16
Death Ray or Poison	11	9	7	5
Magic Wands	12	10	8	6
Paralysis or Turn to Stone	14	12	10	8
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

FIRST LEVEL CLERIC SPELLS

1. Cure Light Wounds*
2. Detect Evil
3. Detect Magic
4. Light*
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

SECOND LEVEL CLERIC SPELLS

1. Bless*
2. Find Traps
3. Hold Person*
4. Know Alignment*
5. Resist Fire
6. Silence 15′ radius
7. Snake Charm
8. Speak with Animal

THIRD LEVEL CLERIC SPELLS

1. Continual Light*
2. Cure Blindness
3. Cure Disease*
4. Growth of Animals
5. Locate Object
6. Remove Curse*
7. Speak with the Dead
8. Striking

FOURTH LEVEL CLERIC SPELLS

1. Animate Dead
2. Create Water
3. Cure Serious Wounds*
4. Dispel Magic
5. Neutralize Poison*
6. Protection from Evil 10′ radius
7. Speak with Plants
8. Sticks to Snakes

FIFTH LEVEL CLERIC SPELLS

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest*
6. Raise Dead*

SIXTH LEVEL CLERIC SPELLS

1. Animate Objects
2. Find the Path
3. Speak with Monsters*
4. Word of Recall

*Spell may be cast with reverse effects.

The notes on the chart are read the same as described in the Basic Set: a **number** is the roll needed, on 2d6, for the cleric to Turn a number of the undead monsters (to chase them away for some time); a **T** means automatic Turning, and a **D** means that a number of undead are destroyed. Up to 12 Hit Dice of undead are affected with each successful attempt. The number affected is determined by the DM using 2d6. Each successful attempt will Turn at least one undead monster.

If your cleric is successful at Turning undead, but some of the undead still remain (due to the 12 Hit Dice maximum per try), the cleric may make another attempt if desired. Only one attempt can be made each combat round, and no other actions are possible while Turning undead. However, if any attempt fails, no further attempts at Turning that group of undead will succeed for that cleric.

One new notation, D+, appears on the chart. This means that the power of the cleric is so great that 3-18 Hit Dice of undead are destroyed (3d6 instead of 2d6). Again, the DM will determine the exact amount.

CLERIC EXPERIENCE TABLE

			Spells/Level					
Level	Title	XP	1	2	3	4	5	6
1	Acolyte	0	—	—	—	—	—	—
2	Adept	1,500	1	—	—	—	—	—
3	Priest	3,000	2	—	—	—	—	—
4	Vicar	6,000	2	1	—	—	—	—
5	Curate	12,000	2	2	—	—	—	—
6	Elder	25,000	2	2	1	—	—	—
7	Bishop	50,000	3	2	2	—	—	—
8	Lama	100,000	3	3	2	1	—	—
9	Patriarch	200,000	3	3	3	2	—	—
10*	10th Level Patriarch	300,000	4	4	3	2	1	—
11*	11th Level Patriarch	400,000	4	4	3	3	2	—
12*	12th Level Patriarch	500,000	4	4	4	3	2	1
13*	13th Level Patriarch	600,000	5	5	4	3	2	2
14*	14th Level Patriarch	700,000	5	5	5	3	3	2

*Constitution adjustments no longer apply.

CLERIC TURNING UNDEAD TABLE

	Cleric's Level										
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+
Zombie	9	7	T	T	D	D	D	D	D	D	D+
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	—	11	9	7	T	T	D	D	D	D	D
Wraith	—	—	11	9	7	T	T	D	D	D	D
Mummy	—	—	—	11	9	7	T	T	D	D	D
Spectre	—	—	—	—	11	9	7	T	T	D	D
Vampire	—	—	—	—	—	11	9	7	T	T	D

Hit Dice: 1d6 per level, 9d6 maximum, +1 hit point per level thereafter.

First Level Clerical Spells

The following first level clerical spells may be reversed. Ranges, durations, Saving Throws, and areas of effect are unchanged from Basic unless noted.

Cure Light Wounds*

When reversed, this spell, *cause light wounds,* causes 2-7 points of damage to any creature or character touched (no Saving Throw). The cleric must make a normal Hit roll.

Light*

When reversed, this spell, *darkness,* creates a circle of darkness 30′ in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it, but may itself be cancelled by another *light* spell. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends. The target is allowed a Saving Throw and if he succeeds, the spell misses.

Remove Fear*

When reversed, this spell, *cause fear,* will make any one creature flee for two turns. The victim may make a Saving Throw vs. Spells to avoid the effect. This reversed spell has a range of 120′.

Second Level Clerical Spells

Bless*

Range: 60′
Duration: 6 turns
Effect: All within a 20′ square area

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all Hit and damage rolls. It will only affect creatures in a 20′ x 20′ area, and only those who are not yet in melee.

When reversed, this spell, *blight,* places a −1 penalty on enemies' morale, Hit rolls, and damage rolls. Each victim may make a Saving Throw vs. Spells to avoid the penalties.

Find Traps

Range: 0 (Cleric only)
Duration: 2 turns
Effect: Traps within 30′ glow

This spell causes all traps to glow with a dull blue light when the cleric comes within 30′ of them. It does not reveal the types of traps, nor any method of removing them.

Hold Person*

Range: 180′
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demi-human, or human-like creature (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed for 9 turns. The spell may be cast at a single person or at a group. If cast at a single person, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect up to 4 persons (at the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reverse spell, or by a *dispel magic* spell.

The reverse of the spell, *free person,* removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a magic-user or elf). It has no other effect.

Know Alignment*

Range: 0 (Cleric only)
Duration: 1 round
Effect: One creature within 10′

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10′. The spell may also be used to find the alignment of an enchanted item or area (if any; for example, of a magic sword or temple).

The reverse of the spell, *confuse alignment* lasts for 1 turn per level of the caster, and may be cast on any one creature, by touch. No Saving Throw is allowed. For as long as the spell lasts, any cleric trying to find the alignment of the recipient by way of the normal form of the spell will get a false answer. That same false answer will be the result of any further attempts.

Resist Fire

Range: 30′
Duration: 2 turns
Effect: One living creature

For the duration of this spell, the recipient cannot be harmed by normal fire and heat. The recipient also gains a +2 bonus on all Saving Throws against magical fire (dragon's breath, *fire ball,* etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per hit die of the creature (again to a minimum of 1 point of damage per hit die).

Silence 15′ Radius

Range: 180′
Duration: 12 turns
Effect: Sphere of silence 30′ across

This spell makes the area of effect totally silent. Conversation and spells in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast on a creature, the victim must make a Saving Throw vs. Spells or the spell effect will move with the creature. If the Saving Throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

Snake Charm

Range: 60′
Duration: 2-5 rounds or 2-5 turns
Effect: Charms 1 HD of snakes per level of the caster

A cleric may charm 1 Hit Die of snakes for each level of experience with this spell, and no Saving Throw is allowed. A 5th level cleric could *charm* one 5 HD snake, five 1 HD snakes, or any combination totalling 5 Hit Dice or less. The snakes affected will rise up and sway, but will not attack unless attacked themselves. If used on *attacking* snakes, the spell's duration is 2-5 rounds; otherwise, it lasts 2-5 turns. When the spell wears off, the snakes return to normal (but with normal reactions, and will not be automatically hostile).

Speak with Animals

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Allows conversation within 30′

When this spell is cast, the cleric must name one type of animal (such as "normal bats," "wolves," etc.). For the duration of the spell, the cleric may speak with all animals of that type if they are within 30′; the effect moves with the caster. Any normal or giant forms of animals (including mammals, insects, birds, etc.) may be spoken to, but intelligent animals and fantastic creatures are not affected. When there exist both normal and giant forms, only one type (either normal or giant) may be named. The creatures' reactions are usually favorable (+2 bonus to reaction roll), and they may be talked into doing a favor for the cleric if the reaction is high enough. The favor requested must be understood by the animal, and must be possible for the creature to perform.

Third Level Clerical Spells

Continual Light*

Range: 120′
Duration: Permanent
Effect: Sphere of light 60′ across

This spell creates light as bright as daylight in a spherical volume of 30′ radius. It lasts until a *dispel magic* or *continual darkness* spell is cast upon it. Creatures penalized in bright daylight (such as goblins) suffer the same penalties within this spell effect. If cast on an opponent's eyes, the victim must make a Saving Throw vs. Spells or be blinded until the effect is removed. This spell may be cast either in an area or upon an object.

The reverse of this spell, *continual darkness,* creates a completely dark volume of the same size. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed.

Cure Blindness

Range: Touch
Duration: Permanent
Effect: One living creature

This spell will cure nearly any form of blindness, including those caused by *light* or *darkness* spells (whether normal or continual). It will not, however, affect blindness caused by a *curse.*

Cure Disease*

Range: 30′
Duration: Permanent
Effect: One living creature within range

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by a cleric of 11th level or greater, this spell will cure lycanthropy.

The reverse of this spell, *cause disease,* infects the victim with a hideous wasting disease unless a Saving Throw vs. Spells is made. A diseased victim has a −2 penalty on all Hit rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual. The disease is fatal in 2-24 days unless removed by a *cure disease* spell.

Growth of Animal

Range: 120′
Duration: 12 turns
Effect: Doubles the size of one animal

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior. Armor Class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Locate Object

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Detects one object within 120′

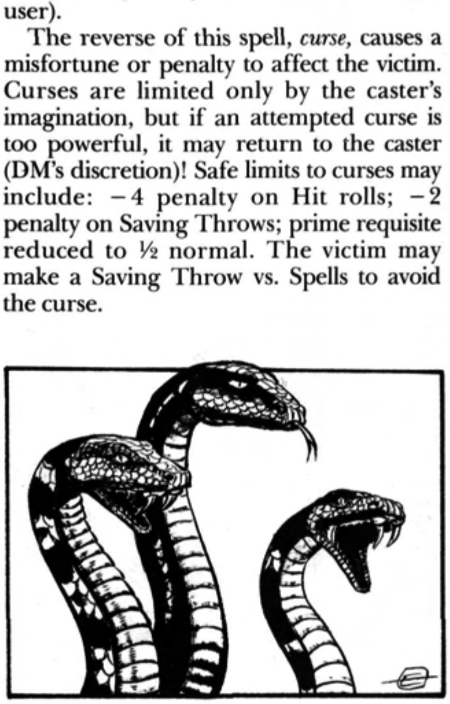
This spell allows the cleric to sense the direction of one known object. It gives no information about distance. A common object (such as "stairs leading up") can be detected; otherwise, the cleric must *know* exactly what the object looks like (size, shape, color, etc.). The spell will not locate a creature.

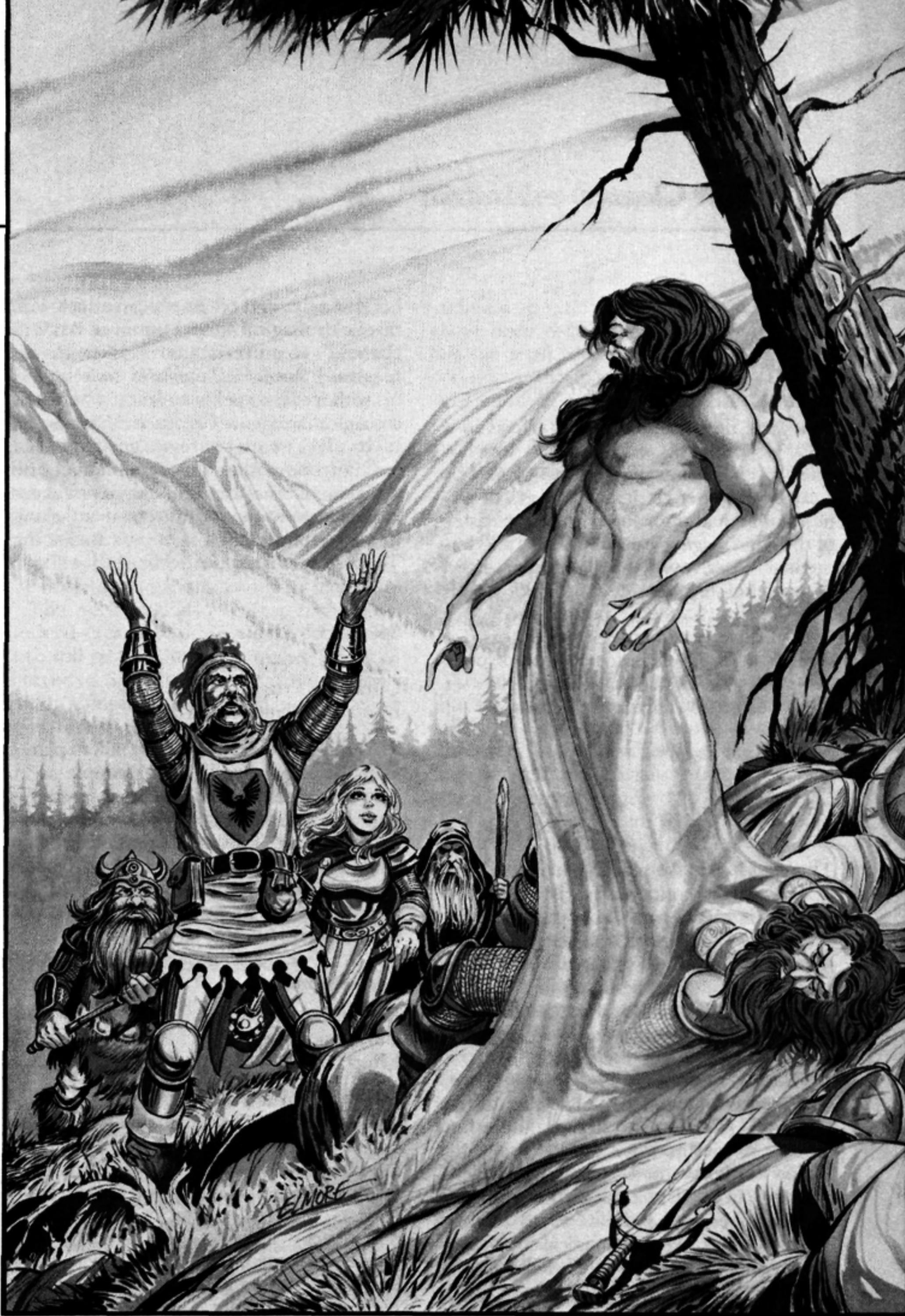
Remove Curse*

Range: Touch
Duration: Permanent
Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed for a short time, DM's discretion, requiring a *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level cleric or magic-user).

The reverse of this spell, *curse,* causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: −4 penalty on Hit rolls; −2 penalty on Saving Throws; prime requisite reduced to ½ normal. The victim may make a Saving Throw vs. Spells to avoid the curse.





Speak with the Dead

Range: 10′
Duration: 1 round per level of the cleric
Effect: Cleric may ask 3 questions

By means of this spell, a cleric may ask 3 questions of a deceased spirit if the body is within range. A cleric of up to 7th level may only contact spirits recently dead (up to 4 days). Clerics of level 8-14 have slightly more power (up to 4 months dead), level 15-20 even more (up to 4 years dead). No time limits apply to clerics of 21st level or greater. The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, clear and brief answers will be given; however, if the alignments differ, the spirit may reply in riddles.

Striking

Range: 30′
Duration: 1 turn
Effect: 1d6 bonus to damage on 1 weapon

This spell allows any one weapon to inflict 1-6 additional points of damage per attack (like a magical staff of striking). The weapon will inflict this extra damage for as long as the spell lasts. The bonus does not apply to Hit rolls. If cast on a normal weapon, creatures affected only by magic weapons may be hit, for 1-6 points of damage per strike (regardless of the weapon; only the magical damage applies in such cases).

Fourth Level Clerical Spells

Animate Dead

Range: 60′
Duration: Permanent
Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell. For each level of the cleric, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level theif would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.

Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Create Water

Range: 10′
Duration: 6 turns
Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour, creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's levels above 8, water for twelve additional men and mounts is created.

Cure Serious Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one creature of 4-14 points of damage (2d6 + 2).

The reverse of this spell, *cause serious wounds*, causes 4-14 points of damage to any creature or character touched (no Saving Throw). The caster must make a normal Hit roll to cause the serious wound.

Dispel Magic

Range: 120′
Duration: Permanent
Effect: Destroys spells in a 20′ cube

This spell destroys other spell effects in a cubic volume of 20′ x 20′ x 20′. It does not affect magic items. Spell effects created by a caster (whether cleric, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level of difference between the casters. *For example,* a 7th level cleric trying to dispel a *web* spell cast by a 9th level magic-user would have a 10% chance of failure.

Neutralize Poison*

Range: Touch
Duration: Permanent
Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning! The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, *create poison,* may be cast, by touch, on a creature or container. It cannot be cast on any other object. A victim must make a Saving Throw vs. Poison or be immediately slain by the poison. If cast on a container, the contents become poisoned; no Saving Throw applies, even for magical containers or contents (such as potions). Poisoning is usually a Chaotic act.

Protection from Evil 10′ Radius

Range: 0
Duration: 12 turns
Effect: Barrier 20′ diameter

This spell creates an invisible magical barrier all around the caster, extending 10′ in all directions. The spell serves as protection from "evil" attacks (attacks by monsters of an alignment other than the caster's). Each creature within the barrier gains a +1 to all Saving Throws, and all attacks against those within are penalized by −1 to the attacker's Hit roll while the spell lasts.

In addition, "enchanted" creatures cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned, animated* or *controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

Speak with Plants

Range: 0 (Cleric only)
Duration: 3 turns
Effect: All plants within 30′

This spell enables the cleric to talk to plants as if they were intelligent. A simple favor may be requested, and will be granted if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow communication with plant-like monsters (such as treants).

Sticks to Snakes

Range: 120′
Duration: 6 turns
Effect: Up to 16 sticks

This spell turns 2-16 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake). They obey the cleric's commands, but will turn back into sticks when slain or when the duration ends.

Snakes: Armor Class 6, Hit Dice 1, Move 90′ (30′), Attacks 1, Damage 1-4, Save As: Fighter 1, Alignment Neutral.

Fifth Level Clerical Spells

Commune

Range: 0 (Cleric only)
Duration: 3 turns
Effect: 3 questions

This spell allows the cleric to ask questions of the greater powers (the DM, mythological deities, etc.). The cleric may ask three questions that can be answered yes or no. However, a cleric may *commune* only once a week. If this spell is used too often, the DM may wish to limit its use to once a month. Once a year the cleric may ask twice the normal number of questions.

Create Food

Range: 10′
Duration: Permanent
Effect: Creates food for 12 or more

This spell creates enough food to feed 12 men and their mounts for one day. For every level of the cleric above 8th, food for 12 additional men and mounts is created.

Dispel Evil

Range: 30′
Duration: 1 turn
Effect: Enchanted or undead monsters or one Curse or Charm

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range. It will destroy the monster unless each victim makes a Saving Throw vs. Spells. If cast at only one creature, a −2 penalty applies to the Saving Throw. Any creature from another plane is Banished (forced to return to its home plane) if the Saving Throw is failed. Even if the Saving Throw is successful, the victims must flee the area, and will stay away as long as the caster concentrates (without moving).

This spell will also remove the curse from any one cursed item, or may be used to remove any magical *charm.*

Insect Plague

Range: 480′
Duration: 1 day
Effect: Creates a swarm of 30′ radius

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no Saving Throw). The swarm moves at up to 20′ per round as directed by the cleric while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the insects scatter and the spell ends. This spell only works outdoors and aboveground.

Quest*

Range: 30′
Duration: Special
Effect: Compels one living creature

This spell forces the recipient to perform some special task or quest, as commanded by the caster. The victim may make a Saving Throw vs. Spells to avoid the effect. A typical task might include slaying a certain monster, rescuing a prisoner, obtaining a magic item for the caster, or going on a pilgrimage. If the task is impossible or suicidal, the spell has no effect. Once the task is completed, the spell ends. Any victim refusing to go on the *quest* is *cursed* until the *quest* is continued. The type of *curse* is decided by the DM, but may be double normal strength.

The reverse of this spell, *remove quest,* may be used to dispel an unwanted *quest* or a *quest*-related curse. The chance of success is 50%, reduced by 5% for every level of the caster below that of the caster of the *quest* (an 11th level cleric attempting to remove a *quest* from a 13th level cleric has a 40% chance of success).

Raise Dead*

Range: 120′
Duration: Permanent
Effect: Body of one human or
demi-human

By means of this spell, the cleric can raise any human, dwarf, halfling, or elf from the dead. The body must be present, and if part is missing, the raised character may be disabled in some way. An 8th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 8th, four days are added to this time. Thus, a 10th level cleric can raise bodies that have been dead for up to twelve days. The recipient becomes alive with 1 hit point, and cannot fight, cast spells, use abilities, carry heavy loads, or move more than half speed. These penalties will disappear after 2 full weeks of complete bed rest, but the healing cannot be speeded by magic.

This spell may also be cast at any one undead creature within range. The creature will be slain unless it makes a Saving Throw vs. Spells with a −2 penalty. However, a vampire thus affected is only forced to retreat to its coffin, in gaseous form, to rest.

The reverse of this spell, *finger of death,* creates a death ray that will kill any one living creature within 60′. The victim may make a Saving Throw vs. Death Ray to avoid the effect. A Lawful cleric will only use *finger of death* in a life-or-death situation.

Sixth Level Clerical Spells

Animate Objects

Range: 60′
Duration: 6 turns (1 hour)
Effect: Causes objects to move (see below)

The cleric may use this spell to cause any non-living, non-magical objects to move and attack. Magical objects are not affected. Any one object up to 4,000 cn weight may be animated (roughly the size of two men), or smaller objects whose total weight does not exceed 4,000 cn. The DM must decide on the movement rate, number of attacks, damage, and other combat details of the objects animated. As a guideline, a man-sized statue might have a 3″ movement rate, attack once per round for 2-16 points of damage, and have an Armor Class of 1. A chair might only be AC 6, but move at 180′ per round on its four legs, attacking twice per round for 1-4 points per attack. All objects have the same chances to hit as the cleric animating them.

Find the Path

Range: 0 (Cleric only)
Duration: 6 turns +1 turn per level of the
caster
Effect: Shows the path to an area

When this spell is cast, the cleric must name a specific place, though it need not have been visited before. For the duration of the spell, the cleric will know the direction to that place. In addition, any special knowledge needed to get to the place will also be gained; for example, locations of secret doors become known, passwords, and so forth. This spell is often used to find a fast escape route.

Speak with Monsters*

Range: 0 (Cleric only)
Duration: 1 round per level of the cleric
Effect: Permits conversation with any
monster

This spell gives the caster the power to ask questions of any and all living and undead creatures within 30′. Even unintelligent monsters will understand and respond to the cleric. Those spoken to will not attack the cleric while engaged in conversation, but may defend themselves if attacked. Only one question per round may be asked, and the spell lasts 1 round per level of the caster.

The reverse of this spell, *babble,* has a 60′ range, and a duration of 1 turn per level of the caster. The victim may make a Saving Throw vs. Spells to avoid the effect, but with a −2 penalty to the roll. If the Saving Throw is failed, the victim cannot be understood by any other creature for the duration of the spell. Even hand motions, written notes, and all other forms of communication will seem garbled. This does not interfere with the victim's spell casting (if any), but does prevent the use of many magic items by turning the command words to mere babbling.

Word of Recall

Range: 0 (Cleric only)
Duration: Instantaneous
Effect: Teleports the caster to sanctuary

Similar to a magic-user's *teleport* spell, this spell carries the cleric and all equipment carried (but no other creatures) to the cleric's home. The cleric must have a permanent home (such as a castle), and a meditation room within that home; this room is the destination when the spell is cast. During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

Character Classes — Human

Fighter

Fighters may advance as high as 36th level. Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders for the normal human settlements. High level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements. A fighter with enough money may build a castle regardless of level. When a fighter reaches Name level, the character is eligible for selection as a Baron (or Baroness).

Lance combat: When in combat on horseback, many fighters use a special long spear called a lance. If the fighter's horse runs for 20 yards or more before an attack, the lance will inflict double damage. Without room to charge, the lance can be thrust, as a spear, for normal damage. Other human classes cannot use a lance effectively. Magical and silver-coated lances are very rare.

Spear combat: Many fighters carry a normal spear in addition to other weapons. If a monster charges — that is, runs for 20 feet indoors, or 20 yards outdoors, before its attack — the fighter may "set the spear." This is holding the spear firm, against one foot, to defend against the attack. A spear cannot be "set" on horseback. If the charge is by surprise, there is no time to set the spear. If the spear hits, double damage is inflicted. A monster inflicts double damage on its victim if the charge attack hits.

FIGHTER SAVING THROWS TABLE

Level:	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	10	8	6	4
Magic Wands	13	11	9	7	5
Paralysis or Turn to Stone	14	12	10	8	6
Dragon Breath	15	13	11	9	7
Rod/Staff/Spell	16	14	12	10	8

FIGHTER EXPERIENCE TABLE

Level	Title	XP
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000
6	Myrmidon	32,000
7	Champion	64,000
8	Superhero	120,000
9	Lord	240,000
10*	10th Level Lord	360,000
11*	11th Level Lord	480,000
12*	12th Level Lord	600,000
13*	13th Level Lord	720,000
14*	14th Level Lord	840,000

*Constitution adjustments no longer apply.

Hit Dice: 1d8 per level, 9d8 maximum; +2 hit points per level thereafter.

Magic-user

Magic-users are able to advance up to 36th level. As they reach higher levels, magic-users become extremely powerful characters — but this advance is a difficult task. Their few weapons and spells (at low levels) balances the power they eventually achieve. Therefore, magic-users must be cautious at lower levels, as few will survive long without protection.

Magic-users may add more spells to their spell books through spell research. At Name level or greater, a magic-user may create magical items. Both of these activities are explained under **Research** (page 25). Upon reaching 11th level, a magic-user may build a tower (if funds are available). A magic-user who constructs a tower will usually attract 1-6 apprentices of levels 1-3.

MAGIC-USER SAVING THROWS TABLE

Level:	1-5	6-10	11-15
Death Ray or Poison	13	11	9
Magic Wands	14	12	10
Paralysis or Turn to Stone	13	11	9
Dragon Breath	16	14	12
Rod/Staff/Spell	15	12	9

MAGIC-USER EXPERIENCE TABLE

			Spells/Level					
Level	Title	XP	1	2	3	4	5	6
1	Medium	0	1	—	—	—	—	—
2	Seer	2,500	2	—	—	—	—	—
3	Conjurer	5,000	2	1	—	—	—	—
4	Magician	10,000	2	2	—	—	—	—
5	Enchanter	20,000	2	2	1	—	—	—
6	Warlock	40,000	2	2	2	—	—	—
7	Sorcerer	80,000	3	2	2	1	—	—
8	Necromancer	150,000	3	3	2	2	—	—
9	Wizard	300,000	3	3	3	2	1	—
10*	10th Level Wizard	450,000	3	3	3	3	2	—
11*	11th Level Wizard	600,000	4	3	3	3	2	1
12*	12th Level Wizard	750,000	4	4	4	3	2	1
13*	13th Level Wizard	900,000	4	4	4	3	2	2
14*	14th Level Wizard	1,050,000	4	4	4	4	3	2

*Constitution adjustments no longer apply.

Hit Dice: 1d4 per level, 9d4 maximum; +1 hit point per level thereafter.

FIRST LEVEL MAGIC-USER SPELLS

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light*
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

FOURTH LEVEL MAGIC-USER SPELLS

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants*
5. Hallucinatory Terrain
6. Ice Storm/Wall
7. Massmorph
8. Polymorph Others
9. Polymorph Self
10. Remove Curse*
11. Wall of Fire
12. Wizard Eye

SECOND LEVEL MAGIC-USER SPELLS

1. Continual Light*
2. Detect Evil
3. Detect Invisible
4. ESP*
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

FIFTH LEVEL MAGIC-USER SPELLS

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Hold Monster*
5. Magic Jar
6. Pass-Wall
7. Teleport
8. Wall of Stone

THIRD LEVEL MAGIC-USER SPELLS

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste*
6. Hold Person*
7. Infravision
8. Invisibility 10′ radius
9. Lightning Bolt
10. Protection from Evil 10′ radius
11. Protection from Normal Missiles
12. Water Breathing

SIXTH LEVEL MAGIC-USER SPELLS

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas*
5. Invisible Stalker
6. Lower Water
7. Projected Image
8. Stone to Flesh*

*Spell may be cast with reverse effect.

The following first and second level spells may be reversed; Ranges, durations, Saving Throws, and areas of effect will remain unchanged unless specified.

First Level Magic-user Spells

Light*

When reversed, this spell, *darkness,* creates a circle of darkness 30′ in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it (but may itself be cancelled by another *light* spell). If cast at an opponent's eyes, it will cause blindness until cancelled, or until the duration ends.

Second Level Magic-user Spells

Continual Light*

The reverse of this spell, *continual darkness,* creates a completely dark volume of 30′ radius. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a Saving Throw vs. Spells or be blinded until the spell is removed. A *continual light* spell will cancel its effects.

ESP*

The reverse of this spell, *mindmask,* may be cast, by touch, on any one creature. The recipient is completely immune to *ESP* and all other forms of mind reading for the duration of the spell.

Third Level Magic-user Spells

Clairvoyance

Range: 60′
Duration: 12 turns
Effect: See through another's eyes

With this spell, the caster may see an area through the eyes of any single creature in it. The creature must be in range, and in the general direction chosen by the caster. The effects of this spell may be blocked by more than two feet of rock or a thin coating of lead. "Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, possibly in another area entirely.

Dispel Magic

Range: 120′
Duration: Permanent
Effect: Destroys spells in a 20′ cube

This spell destroys other spell effects in a cubic area 20′ x 20′ x 20′. It does not affect magic items. Spell effects created by a caster (whether cleric, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level of difference between the casters. *For example,* a 5th level elf trying to dispel a *web* spell cast by a 7th level magic-user would have a 10% chance of failure.

Fire Ball

Range: 240′
Duration: Instantaneous
Effect: Explosion in a sphere 40′ diameter

This spell creates a missile of fire that bursts into a ball of fire of 20′ radius when it strikes a target. The *fire ball* will cause 1-6 points of fire damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell will only do half damage. *For example,* a *fire ball* cast by a 6th level magic-user will burst for 6-36 points of damage, or one half the total to those making the Saving Throw.

Fly

Range: Touch
Duration: 1-6 turns + 1 turn per level of the caster
Effect: One creature may fly

This spell allows the recipient (possibly the caster) to fly. The spell will permit movement in any direction and at any speed up to 360′ per turn (120′ per round) by mere concentration. The recipient may also stop and hover at any point (as a *levitate* spell), which does not require concentration.

Haste*

Range: 240′
Duration: 3 turns
Effect: Up to 24 creatures move double speed

This spell allows up to 24 creatures in a 60′ diameter circle to perform actions at double speed for a half hour. Those affected may move at up to twice normal speed and make double the normal number of missile or hand-to-hand attacks. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices (such as wands) cannot be speeded up.

The reverse of this spell, *slow,* will remove the effects of a *haste* spell, or will cause the victims to move and attack at half normal speed for the duration of the spell. As with *haste,* spell casting is not affected. The victims may make a Saving Throw vs. Spells to avoid the effect.

Hold Person*

Range: 120′
Duration: 1 turn/level
Effect: Paralyzes up to 4 creatures

This spell will affect human, demi-human, and human-like creatures (bugbear, dryad, gnoll, gnome, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite). It will not affect the undead or creatures larger than ogres. Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may be cast at a single person or at a group. If cast at a single person, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect up to 4 persons (at the magic-user's choice), but with no penalty to their rolls.

The reverse of the spell, *free person,* removes the paralysis of up to 4 victims of the normal form of the spell (including one cast by a cleric). It has no other effect.

Infravision

Range: Touch
Duration: 1 day
Effect: One living creature

This spell enables the recipient to see in the dark, to a 60′ range. (See the D&D Basic Set DM Rulebook, page 22, for notes on Infravision.)

Invisibility 10′ radius

Range: 120′
Duration: Permanent until broken
Effect: All creatures within 10′

This spell makes the recipient and all others within 10′ (at the time of the casting) invisible. This is an area effect, and those who move further than 10′ from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility* (Basic Player's Guide, page 41). All items carried (whether by the recipient or others within 10′) also become invisible.

Lightning Bolt

Range: 180′
Duration: Instantaneous
Effect: Bolt 60′ long, 5′ wide

This spell creates a bolt of lightning, starting up to 180′ away from the caster and extending 60′ further away. All creatures within the area of effect take 1-6 points of damage per level of the spell caster. Each victim may make a Saving Throw vs. Spells; if successful, only half damage is taken. If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60′.

Protection from Evil 10′ Radius

Range: 0
Duration: 12 turns
Effect: Barrier 20′ diameter

This spell creates an invisible magical barrier all around the caster, extending 10′ in all directions. The spell serves as protection from "evil" attacks (attacks by monsters of an alignment other than the caster's). Each creature within the barrier gains a +1 to all Saving Throws, and all attacks against those within are penalized by −1 to the attacker's Hit roll while the spell lasts.

In addition, "enchanted" creatures cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically *summoned, animated* or *controlled* (as with a *charm* spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted.

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

Protection from Normal Missiles

Range: 30′
Duration: 12 turns
Effect: One creature

This spell gives complete protection from all small non-magical missiles, causing them to miss. Thus, a catapult stone or a magic arrow would not be affected. Any one creature within range may be the recipient.

Water Breathing

Range: 30′
Duration: 1 day
Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Magic-user Spells

Charm Monster

Range: 120′
Duration: Special
Effect: One or more living creatures

This spell effect is identical to that of a *charm person* spell, but any creature except an undead may be affected. If the victims have 3 Hit Dice or less, 3-18 may be *charmed.* Otherwise, only one monster will be affected. Each victim may make a Saving Throw vs. Spells to avoid the effects.

Confusion

Range: 120′
Duration: 12 rounds
Effect: 3-18 creatures in an area 60′ across

This spell will confuse several creatures, affecting all within a 30′ radius. Victims with less than 2+1 Hit Dice are not allowed a Saving Throw. Those with 2+1 or more Hit Dice must make a Saving Throw vs. Spells every round of the spell's duration, if they remain in the area, or be confused. Each confused creature acts randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

2-5	Attack the spell caster's party
6-8	Do nothing
9-12	Attack the creature's own party

Dimension Door

Range: 10′
Duration: 1 round
Effect: Safely transports one creature

This spell will transport one creature up to 10′ from the caster, to a place up to 360′ away. The caster picks the desired destination. If the location is not known, distances not exceeding a total of 360′ may be given (for example, 200′ west, 60′ south, 100′ down). If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect. An unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

Growth of Plants*

Range: 120′
Duration: Special
Effect: Enlarges 3000 square feet of plants

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, briars. An area of up to 3000 square feet may be affected (the dimensions chosen by the caster). The plants to be affected must be entirely within the spell's range. The affected area is impassable to all but giant-sized creatures. The effect lasts until removed by the reverse or by a *dispel magic* spell.

The reverse of this spell, *shrink plants,* causes all normal plants within a similar area of effect to shrink and become passable. It may be used to negate the effects of the normal spell. *Shrink plants* will not affect plant-like monsters (such as treants).

Hallucinatory Terrain

Range: 240′
Duration: Special
Effect: Changes or hides terrain

This spell creates the illusion of a "terrain feature," either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The entire terrain feature must be within the range of the spell. The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

Ice Storm/Wall

Range: 120′
Duration: Storm 1 round or Wall 12 turns
Effect: Storm in 20′ x 20′ x 20′ volume or wall of 1200 square feet

This spell may be cast in either of two ways: either as an icy blast, *ice storm,* or a *wall of ice.*

An *ice storm* fills a 20′ x 20′ x 20′ cube. If cast in a smaller area, it will remain 20′ long at most. The storm inflicts 1-6 points of cold damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell only does half damage. Fire-type creatures (red dragon, flame salamander, etc.) have a −4 penalty on their Saving Throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the magic-user totalling 1200 square feet (such as 10′ x 120′, 20′ x 60′, 30′ x 40′, etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Fire-type creatures each take twice the amount points of damage (2-12) while breaking through. The wall must be cast to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

Massmorph

Range: 240′
Duration: See below
Effect: Causes illusion of trees

This spell will affect up to 100 human or man-sized creatures in a 240′ diameter, making them appear to be the trees of an orchard or dense woods. Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting them as 2 or 3 men each. The illusion will even hide the recipients from creatures moving through the area affected. The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

Polymorph Other

Range: 60′
Duration: Permanent until dispelled
Effect: Changes one living creature

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The number of hit points remains the same. Unlike the *polymorph self* spell, the recipient actually becomes the new creature, gaining any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. *For example,* a creature polymorphed into a "9th level fighter" will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a Saving Throw vs. Spells to avoid the effect. The effect lasts until dispelled, or until the creature dies.

Polymorph Self

Range: 0 (Caster only)
Duration: 6 turns +1 turn per level of the caster
Effect: Caster may change shapes

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster. The caster's Armor Class, hit points, Hit rolls, and Saving Throws do not change. Special abilities and special immunities of the new form are not gained, but physical abilities are acquired. *For example,* a magic-user polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A magic-user polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

Spells cannot be cast while polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual (see *polymorph other*).

Remove Curse*

Range: Touch
Duration: Permanent
Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses — especially those on magic items — may only be temporarily removed, DM's discretion, requiring a clerical *dispel evil* spell for permanent effect (or possibly a *remove curse* cast by a high level magic-user).

The reverse of this spell, *curse,* causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: −4 penalty on Hit rolls; −2 penalty to all Saving Throws; prime requisite reduced to ½ normal. The victim may make a Saving Throw vs. Spells to avoid the *curse.*

Wall of Fire

Range: 60′
Duration: Concentration
Effect: Creates 1200 square feet of fire

This spell creates a thin vertical wall of fire of any dimensions and shape, determined by the magic-user, totalling 1,200 square feet (for example, 10′ x 120′, 20′ x 60′, 30′ x 40′, etc.). The wall is opaque and will block sight. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1-6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving.

Wizard Eye

Range: 240′
Duration: 6 turns
Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60′ range). The *wizard eye* floats through the air at up to 120′ per turn, but will not go through solid objects nor move more than 240′ away from the caster. The magic-user must concentrate to see through the eye.

Fifth Level Magic-user Spells

Animate Dead

Range: 60′
Duration: Permanent
Effect: Creates zombies or skeletons

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the magic-user until they are destroyed by a cleric or a *dispel magic* spell. For each level of the magic-user, one Hit Die of undead may be animated. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a zombie with 2 HD). Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison.

Cloudkill

Range: 1′
Duration: 6 turns
Effect: Creates a moving poison cloud

This spell creates a circular cloud of poisonous vapor, 30′ across and 20′ tall, which appears next to the magic-user. It moves away at the rate of 60′ per turn (20′ per round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will be destroyed if it hits trees or other thick vegetation. If cast in a small area (such as in a 10′ tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a Saving Throw vs. Poison or be killed by the vapors.

Conjure Elemental

Range: 240′
Duration: Concentration
Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental (AC: −2, HD: 16, Damage: 3-24; see page 49). Only one of each type of elemental (earth, air, fire, water) may be summoned in one day. The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half normal speed, or the control is lost. If control is lost, it cannot be regained. An uncontrolled elemental will try to slay its summoner, and may attack anyone in its path while pursuing him. A controlled elemental may be returned to its home plane simply by concentration. An uncontrolled elemental may also be sent back by the use of a *dispel magic* or *dispel evil* spell.

Hold Monster*

Range: 120′
Duration: 6 turns + 1 turn per level of the caster
Effect: Paralyzes 1-4 creatures

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature (not undead). Each victim must make a Saving Throw vs. Spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, a −2 penalty applies to the Saving Throw. If cast at a group, it will affect 1-4 creatures (the magic-user's choice), but with no penalties.

The reverse of this spell, *free monster* removes the paralysis of up to 4 victims of *hold person* or *hold monster* spells. It has no other effect.

Magic Jar

Range: 30′
Duration: See below
Effect: Possess one body

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object *(magic jar)* within range. From this object (a gem or vial, for example), the caster's life force may attempt to possess any one creature within 120′ of the *magic jar.* If the victim makes a successful Saving Throw vs. Spells, the possession fails and the caster may not try to possess that victim again for one turn. If the victim fails the Saving Throw, the creature's body is possessed and is under the caster's control. The life force of the possessed victim is placed into the *magic jar.*

The caster may cause the body to perform any normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the magic-user's life force out of the possessed body and back into the magic jar. When the magic-user returns to his or her real body, the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar.* From there the caster may try to possess another body or return to the original body. If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a possessed body, the life force is stranded in that body. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can possess another body! The possession of another's body is a Chaotic act.

Pass-Wall

Range: 30′
Duration: 3 turns
Effect: Creates a hole 10′ deep

This spell causes a hole 5′ diameter, 10′ deep to appear in solid rock or stone only. The stone reappears at the end of the duration. The hole may be horizontal or vertical.

Teleport

Range: 10′
Duration: Instantaneous
Effect: Transports one creature with all equipment

This spell instantly transports the magic-user or other recipient to any unoccupied ground-level destination on the same plane of existence! An unwilling victim may make a Saving Throw vs. Spells to avoid the effect. The recipient arrives at the destination with all equipment carried. The destination may not deliberately be one known to be occupied by a solid object, or above ground level. The chance of arriving safely depends on how carefully the caster has studied the area. Any creature teleporting into a solid object is instantly killed.

Knowledge of Destination			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-00	91-00	00	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball,* etc.). Exact knowledge means the caster has made a highly detailed personal study of the landing point.

For each *teleport,* the DM rolls d%. If the result is other than "Success," the recipient arrives 10-100 (1d10x10) feet above or below the desired destination. If "Too High," the recipient falls, taking damage on impact (1-6 points of damage per 10′ fallen). If the result is "Too Low," death occurs unless a vacant area (such as a cave or dungeon) lies conveniently at that point.

Wall of Stone

Range: 60′
Duration: Special
Effect: Creates 1000 cubic feet of stone

This spell creates a vertical stone wall exactly 2′ thick. Any dimensions and shape may be chosen by the caster, but the total area must be 500 square feet or less (10′ x 50′, 20′ x 25′, etc.), and the entire wall must be within 60′ of the caster. The wall must be created so as to rest on the ground or similar support, and cannot be cast in a space occupied by another object. It lasts until dispelled or physically broken.

Sixth Level Magic-user Spells

Anti-Magic Shell

Range: 0 (Caster only)
Duration: 12 turns
Effect: Personal barrier which blocks magic

This spell creates an invisible barrier around the magic-user's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts until the duration ends. Except for a *wish,* no magical power (including a *dispel magic* spell) can cancel the barrier.

Death Spell

Range: 240′
Duration: Instantaneous
Effect: Slays 4-32 Hit Dice of creatures within a 60′ x 60′ x 60′ area

This spell will affect 4-32 Hit Dice of living creatures within the given area. Normal plants and insects are automatically slain, and those with no hit points are not counted in the total affected. Undead are not affected, nor are creatures with 8 or more Hit Dice (or levels of experience). The lowest Hit Dice creatures are affected first. Each victim must make a Saving Throw vs. Death Ray or be slain.

Disintegrate

Range: 60′
Duration: Instantaneous
Effect: Destroys one creature or object

This spell causes one creature or non-magical object to crumble to dust. A victim may make a Saving Throw vs. Death Ray to avoid the effect. (Examples: A dragon, a ship, or a 10′ section of wall may be disintegrated.) The spell does not affect magic items or spell effects.

Geas*

Range: 30′
Duration: Until completed or removed
Effect: Compels one creature

This spell forces a victim either to perform or avoid a stated action. *For example,* a character may be geased to bring back an object for the caster; to eat whenever the chance arises; or to never reveal certain information. The action must be possible and not directly fatal or else the *geas* will return and affect the caster instead! The victim may make a Saving Throw vs. Spells to avoid the effect. If the victim ignores the *geas,* penalties (decided by the DM) are applied until the character either obeys the *geas* or dies. Suitable penalties include minuses in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic* and *remove curse* spells will not affect a *geas.*

The reverse of this spell, *remove geas,* will rid a character of an unwanted *geas* and its effects. However, if the caster is a lower level than the caster of the original *geas,* there is a chance of failure (5% per level difference).

Invisible Stalker

Range: 0 (Caster only)
Duration: Until mission is accomplished
Effect: Summons one creature

This spell summons an *invisible stalker* (page 52), which will perform one task for the caster. The creature will serve whatever the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to its home plane.

Lower Water

Range: 240′
Duration: 10 turns
Effect: Cuts depth to ½ normal

This spell will affect an area up to 10,000 square feet, as noted above. If cast around a boat or ship, the vessel may become stuck. At the end of the duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items and cause 21-32 (1d12+20) points of hull damage.

Projected Image

Range: 240′
Duration: 6 turns
Effect: Creates one image

This spell creates an image of the caster up to 240′ away which will last without concentration. The *projected image* cannot be distinguished from the original except by touch. Any spell cast will seem to come from the image, but the caster must still be able to see the target. Spells and missile attacks will seem to have no effect on the image. If touched or struck by a hand-to-hand weapon, the image disappears.

Stone to Flesh*

Range: 120′
Duration: Permanent
Effect: One creature or object

This spell turns any one statue (or quantity of stone up to 10′ x 10′ x 10′) to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

The reverse of this spell, *flesh to stone,* will turn one living creature, including all equipment carried, to stone. The victim may make a Saving Throw vs. Turn to Stone to avoid the effect.

Thief

Thieves may advance to 36th level. When 4th level (Burglar) is reached, a thief gains an 80% chance to read any normal writing or language (including simple codes, dead languages, treasure maps, and so on, but not magical writings) in addition to the usual Thief abilities. If the attempt to read a piece of writing fails, the thief must gain at least one level before trying to read it again.

At 10th level, a thief gains the ability to cast magic-user spells from spell scrolls. However, there is a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings. This ability only allows thieves to cast spells from existing magic scrolls, not to write their own.

Thieves may not build strongholds or castles like other characters. However, upon reaching Name level, a thief may construct a hideout (a fortified house in a city, a cave network, etc.). A thief who has constructed a hideout will attract 2-12 apprentice (1st level) thieves, who come to learn from a master. These will generally (though not always) be loyal, but will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild (the details of this are given in the D&D Companion Set).

THIEF SAVING THROWS

Level:	**1-4**	**5-8**	**9-12**	**13-16**
Death Ray or Poison	13	11	9	7
Magic Wands	14	12	10	8
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	16	14	12	10
Rod/Staff/Spell	15	13	11	9

THIEF EXPERIENCE TABLE

Level	**Title**	**XP**
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	4,800
5	Cutpurse	9,600
6	Sharper	20,000
7	Pilferer	40,000
8	Thief	80,000
9	Master Thief	160,000
10*	10th Level Master Thief	280,000
11*	11th Level Master Thief	400,000
12*	12th Level Master Thief	520,000
13*	13th Level Master Thief	640,000
14*	14th Level Master Thief	760,000

*Constitution adjustments no longer apply.

Hit Dice: 1d4 per level, 9d4 maximum; +2 hit points per level thereafter.

THIEVES' ABILITIES TABLE

Level	**Open Locks**	**Remove Traps**	**Pick* Pockets**	**Move Silently**	**Climb Sheer Surfaces**	**Hide in Shadows**	**Hear Noise****
1	15	10	20	20	87	10	1-2
2	20	15	25	25	88	15	1-2
3	25	20	30	30	89	20	1-3
4	30	25	35	35	90	25	1-3
5	35	30	40	40	91	30	1-3
6	45	40	45	45	92	35	1-3
7	55	50	55	55	93	45	1-4
8	65	60	65	65	94	55	1-4
9	75	70	75	75	95	65	1-4
10	85	80	85	85	96	75	1-4
11	95	90	95	95	97	85	1-5
12	96	95	105***	96	98	90	1-5
13	97	97	115***	98	99	95	1-5
14	99	99	125***	99	99	99	1-5

*The chance of success is reduced by 5% for every level of the victim above 5th. Thus, a 7th level thief picking the pocket of a 10th level fighter would have a 30% chance of success (55 − 25 = 30).

**Roll 1d6 to determine if successful.

***Once a thief reaches 12th level, the pockets of low-level characters may be picked "automatically." However, the DM should allow a 1% minimum chance of failure, regardless of the thief's level.

Character Classes — Demi-Human

Dwarf

Dwarves are only able to attain 12th level at most. However, this is balanced by the dwarf's special abilities, such as infravision, detection abilities, and better saving throws. Twelfth level dwarves are formidable fighters. A dwarf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When a dwarf reaches Name level, he may build a stronghold. It must be an underground cavern complex located in either mountains or hills. The character may hire only dwarven mercenaries, but specialists and retainers of other races may be hired.

Dwarven families are organized in Clans. See page 22 for more information on Clans.

DWARF SAVING THROWS

Level:	1-3	4-6	7-9	10-12
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis or Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod/Staff/Spell	12	10	8	6

ELF SAVING THROWS

Level:	1-3	4-6	7-9	10
Death Ray or Poison	12	10	8	6
Magic Wands	13	11	9	7
Paralysis or Turn to Stone	13	11	9	7
Dragon Breath	15	12	9	6
Rod/Staff/Spell	15	12	9	6

Elf

An elf may only advance to 10th level. However, this is balanced by the elf's special abilities, especially the combination of fighting and spell casting. This combination makes an elf far more powerful than a human of the same level. Elves only hire elves as mercenaries, although specialists and retainers of any race may be employed. An elf may "set" a spear against charge attacks, and (when mounted) may charge with a lance, as described under "Fighter" (page 10).

When Name (9th) level is reached, an elf may build a special kind of stronghold deep in the forest. This stronghold must pleasingly blend with its surroundings, usually a natural site of great beauty. Typical locations are the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure costs as much as similar work if made of stone.

When the stronghold is completed, the character will develop a friendship with the animals of the forest (birds, rabbits, squirrels, foxes, bears, etc.). All normal animals within 5 miles of the stronghold will be friendly toward the elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect help and protection from the elves.

Elven families live in Clans. See page 22 for more information.

DWARF EXPERIENCE TABLE

Level	Title	XP
1	Dwarven Veteran	0
2	Dwarven Warrior	2,200
3	Dwarven Swordmaster	4,400
4	Dwarven Hero	8,800
5	Dwarven Swashbuckler	17,000
6	Dwarven Myrmidon	35,000
7	Dwarven Champion	70,000
8	Dwarven Superhero	140,000
9	Dwarven Lord	270,000
10*	10th Level Dwarven Lord	400,000
11*	11th Level Dwarven Lord	530,000
12*	12th Level Dwarven Lord	660,000

*Constitution adjustments no longer apply.

Hit Dice: 1d8 per level, 9d8 maximum; +3 hit points per level thereafter.

ELF EXPERIENCE TABLE

			Spells/Level					
Level	Title	XP	1	2	3	4	5	6
1	Veteran Medium	0	1	—	—	—	—	—
2	Warrior Seer	4,000	2	—	—	—	—	—
3	Swordmaster Conjurer	8,000	2	1	—	—	—	—
4	Hero Magician	16,000	2	2	—	—	—	—
5	Swashbuckler Enchanter	32,000	2	2	1	—	—	—
6	Myrmidon Warlock	64,000	2	2	2	—	—	—
7	Champion Sorcerer	120,000	3	2	2	1	—	—
8	Superhero Necromancer	250,000	3	3	2	2	—	—
9	Lord Wizard	400,000	3	3	3	2	1	—
10*	10th Level Lord Wizard	600,000	3	3	3	3	2	—

*Constitution adjustments no longer apply.

Hit Dice: 1d6 per level, 9d6 maximum; +2 hit points at 10th level.

Weapons and Equipment

Halfling

Halflings may only advance to 8th level. This is balanced by their special abilities in woodlands, better saving throws, and combat bonuses.

In combat, a halfling may "set" a spear against charge attacks, as described under "Fighter" (page 10). However, halflings are too small to properly wield a lance from horseback. A halfling may build a stronghold whenever the expense can be withstood (page 27), regardless of the level of the character. The stronghold will attract a whole community of other halflings if constructed in a place suited to their preferences.

Halflings prefer to live in pleasant areas of fair countrysides near rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with friends, and relaxing. Their communities are called Shires, and their recognized spokesman is called a Sheriff.

Halfling families live in Clans. See page 22 for more information.

HALFLING SAVING THROWS

Level:	1-3	4-6	7-8
Death Ray or Poison	8	6	4
Magic Wands	9	7	5
Paralysis or Turn to Stone	10	8	6
Dragon Breath	13	10	7
Rod/Staff/Spell	12	10	8

HALFLING EXPERIENCE TABLE

Level	Title	XP
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000
6	Halfling Myrmidon	32,000
7	Halfling Champion	64,000
8	Sheriff	120,000

This section includes lists of equipment and weapons that may be purchased in town. Average prices and encumbrance are listed with each item. At the DM's discretion, the price of an item may vary from town to town depending on how available an item is. Following the lists are explanations of how most items are used.

WEAPONS

Item	Cost in gp	Encumbrance
Axes: Battle Axe (2-handed)	7	60
Hand Axe	4	30
Bows: Cross w/	30	50
30 quarrels (+ case)	10	a*
Long Bow	40	30
Short Bow	25	20
20 arrows (quiver)	5	a*
Silver-tipped arrow	5	a*
Catapult, Light	150	1000 b*
Normal Shot	5	30 b*
Pitch Shot	25	30 b*
Daggers: Normal	3	10
Silver	30	10
Swords: Short	7	30
Normal	10	60
Two-handed	15	100
Other weapons:		
Mace	5	30 c*
Club	3	50 c*
Javelin	1	20
Lance	*10*	*180*
Pole Arm (2-handed)	7	150
Sling (+30 stones)	2	20 c*
Spear	3	30
Staff (2-handed)	2	20 c*
War Hammer	5	50 c*

ARMOR

Item	AC	Cost	Encumbrance
Barding (for horses)	5	150	600
Chain Mail Armor	5	40	400
Leather Armor	7	20	200
Plate Mail Armor	3	60	500
Shield	(−1)*	10	100

*Subtract 1 from AC if a shield is used.

NORMAL EQUIPMENT

Item	Cost in gp	Encumbrance
Backpack	5	20
Garlic	5	1
Grappling Hook	25	80
Hammer (small)	2	10
Holy Symbol	25	1
Holy Water (1 vial)	25	1
Iron Spikes (12)	1	60 (5 each)
Lantern	10	30
Mirror, hand-sized steel	5	5
Oil (1 flask)	2	10
Pole, Wooden (10′ long)	1	100
Rations, Iron	15	70
Rations, Standard	5	200
Rope (50′ length)	1	50
Sack, small	1	1
Sack, large	2	5
Stakes (3) and Mallet	3	10
Thieves' Tools	25	10
Tinder Box	3	5
Torches (6)	*1*	*120* (20 each)
Waterskin (1 quart)	1	5
Wine (1 quart)	1	30
Wolfsbane (1 bunch)	10	1
Capacities: Backpack	400 cn	
Sack, small	200 cn	
Sack, large	600 cn	

LAND TRANSPORT

Item	Cost in gp	Capacity
Camel	100	3,000/6,000 d*
Cart (2 wheels)	100	4,000/8,000 e*
Horses: Draft	40	4,500/9,000 d*
Riding	75	3,000/6,000 d*
War	250	4,000/8,000 d*
Mule	30	3,000/6,000 d*
Saddle and Bridle	25	200 (Enc 300) f*
Saddle Bags	5	800 (Enc 100) f*
Wagon (4 wheels)	200	15,000/25,000 e*

WATER TRANSPORT

Item	Cost in gp	Capacity
Boat, River	4,000	40,000
Boat, Sailing	2,000	20,000-40,000
Canoe	50	6,000 g*
Galleys: Large	30,000	60,000
Small	10,000	40,000
War	60,000	80,000
Lifeboat, Ship's	1,000	15,000
Longship.	15,000	30,000
Raft	1 gp/sq ft	100/50 h*
Sailing Ships:		
Large	20,000	300,000
Small	5,000	100,000
Troop Transport	40,000	600,000

See page 43 for all details on Water Transport details and adventures.

***Notes on all Equipment Lists:**

a	Ammunition is included in encumbrance.
b	Encumbrance is for mules or horses towing the wheeled catapult. Shot is carried on the catapult "wagon."
c	This weapon is permitted for clerics.
d	Figures are: maximum capacity for normal movement/and capacity for half normal movement.
e	Capacity varies with number of horses; cart = 1 or 2 horses, wagon = 2 or 4; mules may be used, 2 mules = 1 horse.
f	Encumbrance (Enc) is for empty item; add for items carried, to capacities given. Total of saddle plus saddlebags is 400 cn encumbrance, 1,000 cn capacity.
g	Encumbrance is 1,000 cn if carried by one person, 300 cn each for 2 persons.
h	Capacity figures are for purchased vs. made by characters.

Adventuring

Backpack: Used to carry equipment on back. The shoulder straps leave the character's hands free for other actions.

Barding: Armor for horses, made of leather and metal plates giving an Armor Class of 5.

Cart: Pulled by 1-2 draft horses or by mules (2 mules = 1 horse). Movement rate 60′ per turn. Capacity 4,000 cn with a single horse, 8,000 cn with two. Cannot travel through desert, forest, mountain, or swamp except by road.

Catapult, light: This is a "siege engine," a large slingshot-like device that throws burning pitch or rocks. For land travel, it is mounted on a small wheeled wagon, and is towed by horses or mules. It cuts the normal movement rate of a wagon (based on terrain) by half. The 1,000 cn encumbrance value is divided among those towing it. When used on ships, the same encumbrance value is used, but the item is mounted directly on the vessel.

Grappling Hook: A large 3- or 4-pronged hook, made of specially hardened iron, used to anchor a rope.

Hammer (small): Needed for pounding iron spikes into a wall or floor.

Holy Symbol: A sign or symbol of a cleric's beliefs. Used in Turning undead.

Holy Water: Water made holy by a high level cleric (NPC). It will cause damage to undead monsters.

Iron Spikes: Used to wedge doors open or shut, or to anchor a rope.

Lantern: Casts light in a 30′ radius, burning 1 flask of oil in four hours (24 turns). May be shuttered against wind.

Mirror: Used to look around corners safely, or to defend against a "gaze" attack. When a character uses a mirror to watch an opponent, a −2 penalty to the Hit roll applies, and the character cannot use a shield. The area must be lit for the mirror to be effective.

Oil flask: Burned, in a lantern, for light. It also may be thrown as a missile weapon, or poured out and ignited to delay pursuit.

Pole, wooden: 10′ long. A 2″ thick pole, useful for poking piles of rags, pools, etc.

Rations, Iron: Preserved food for one person for one week.

Rations, Standard: Unpreserved food for one person for one week. Sometimes thrown to monsters to delay pursuit.

Rope (50′ length:) A heavy climbing rope that can support 3 fully loaded humans.

Sack, Large: A burlap, leather, or cloth bag, usually 2′ x 4′.

Sack, Small: Similar to large sack, 1′ x 2′.

Saddle: Leather and wooden saddle with metal fastenings, assumed to include blanket, bridle and bit, and stirrups.

Saddle Bag: Long leather, two pocket sack; lays across mount, behind saddle.

Stakes and Mallet: Three large (18″) wood stakes plus a wooden mallet. Useful for destroying vampires.

Thieves' Tools: Required for picking locks.

Tinderbox: Flint, steel, and tinder (wood shavings). Needed to start fires (torches, lanterns, etc.). To use, roll 1d6; succeeds on a result of 1-2. May be tried once per round.

Torch: Casts light in 30′ radius. Burns for 1 hour (six turns).

Wagon: Pulled by 2 or 4 draft horses (or mules; 2 mules = 1 horse). Movement rate 60′ per turn. Capacity 15,000 cn with two horses, 25,000 with four. Cannot travel through desert, forest, mountain, or swamp except by road.

Waterskin/wineskin: Leather or preserved animal bladder. Capacity: 1 quart. Encumbrance is when filled; 5 cn otherwise.

Wolvesbane: An herb; dried and used to drive off lycanthropes.

Adventuring

In the DUNGEONS & DRAGONS Basic rules, your characters could travel directly to the dungeon without difficulty or danger. But now dangers await you in the wilderness and you must make more choices before adventuring. Your characters must decide where to go and what supplies they will need. You must decide the marching order for overland travel, and organize guard watches for the night.

Starting Out

Before journeying into the wilderness, use the following guideline to organize the party and plan the journey:

1. **Decide where to go:** choose a goal for the adventure.
2. **List the needed supplies:** prepare the party for the journey to the goal.
3. **Equip the party:** buy the equipment you will need, as a group, to reach the goal.
4. **Set a marching order:** arrange the characters to face combat and surprise situations.

Mapping

You should make a map of the areas you explore. Use "hex paper" to map, instead of the graph paper used in dungeon exploring. You can normally map only the hexagon through which you pass, but this may vary with terrain as one can see farther on top of a mountain than in a valley.

As your characters move through each "hex" of wilderness, you will discover general terrain features (forest, mountains, lakes, etc.) and signs of civilization (roads, cities, castles, farms, and the like). You will not learn anything about local residents unless you stop and spend extra time there.

Becoming Lost

Unless the party is following a known path, or moving along a river or coastline, or toward a visible terrain feature, they may become lost. You will discover this as you move. The DM will keep track of your actual position and direction of movement. If lost, you may try to find the right direction, backtrack, or find recognizable terrain features.

Scale

Unlike dungeons, the basic measure of wilderness distance is the yard. One yard equals three feet. In the wilderness it is easier to move quickly; there is more open terrain, the lighting is better, and less caution is necessary. The dungeon movement rate number is also used for outdoor movement, but the number is read as yards instead of feet. For example, a character who could move 90′ per turn in a dungeon could move 90 yards per turn outdoors. The distance moved in a combat round is also read as yards.

Missiles and spell ranges are also read as yards in the wilderness.

THE *AREA* AFFECTED BY A SPELL IS *NOT* READ AS YARDS. Thus, a *fire ball* spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 *feet* in diameter.

Movement Rates

To find the distance traveled in a day, divide the normal movement rate per turn by 5. The result is the number of *miles* traveled in a normal day. *For example,* a man who moves 90′ per turn in a dungeon can travel 18 miles in a day (90 ÷ 5 = 18). The slowest movement rate in a party determines the distance traveled by a party. If characters are mounted, movement is calculated in the same manner. *For example,* if all characters are riding lightly encumbered war horses (180′ per turn), the party may cover 36 miles per day (180 ÷ 5 = 36).

Terrain (the features of the land being explored) affects the rate of travel. Though it makes no difference to the combat round or the 10 minute turn, the terrain may increase or decrease the number of miles moved per day. Your Dungeon Master will tell you how far you travel each day, based on your mounts (if any), the terrain, and any encounters you have (which can greatly slow progress).

Forced march: If necessary, you may increase the number of miles traveled in a day by using a *forced march.* If you use this option, the characters move 50% further than the normal day's movement (24 miles per day increases to 36, 36 increases to 54, and so forth). However, the whole day after the forced march must be spent resting.

Pursuit speed in the wilderness is equal to 3 times normal speed per round. *For example,* a war horse (60′ per round) may pursue or flee at a maximum rate of 180′ per round. Such speed may only be maintained for short periods of time and requires rest immediately afterward.

Obstacles to Movement

Traveling in the wilderness, whether by land, water or air, is not always easy as there are often features or events that will present delays or obstructions. These may include unfordable rivers, massive cliffs, snowbound passes, rapids, sandbars, waterfalls, dense forests, or vile and treacherous moors or swamps. Flying may be affected by thunderclouds, strong winds, fog, or mountains too high to fly over.

Special Wilderness Travel

Water: For waterborne traveling, whether on a river or near a coast, your characters might be able to buy a water craft or buy passage on a trade ship. Your DM will tell you if such things are available, but your characters must investigate the costs and other requirements.

Air: Some characters may gain the ability to fly by using magic spells or items. You *might* even be lucky enough to get a flying mount, such as a hippogriff or pegasus. Air travel is easier and faster than other types. When flying, the character may travel twice the normal distance per day (for example, a *broom of flying* moves at 240′/turn with one rider, or 96 miles/day). Furthermore, terrain can often be ignored.

Food

Be sure to bring enough standard or iron rations for everyone's use for the whole trip, plus up to 50% extra. If you are greatly delayed (by weather, for example) you might run out of food. Whenever you are in fields, forest, or mountains (but not in swamp or ocean), you may either Forage or Hunt to get more food.

Foraging: Your characters may forage while traveling, by slowing their movement rate to ⅔ normal. You cannot forage while on a forced march. Foraged food includes nuts, berries, and possibly small game. You usually have a 1 in 3 chance of finding enough food to survive. Your DM may modify this due to the terrain, and will make all the necessary rolls.

Hunting: If you spend a day without moving, normal foraging is automatically successful, and you might (1 in 4) encounter some animals which may be hunted for additional food. Days spent in a forced march or resting cannot be spent hunting.

If they run out of food, your characters will face hunger — needing more rest, traveling slower, being penalized on Hit rolls, and gradual loss of hit points and eventual death from starvation.

Rest

Characters or mounts must rest one full day for every six days they spend traveling. Rest may also be required after evading monsters. Those who do not rest have a −1 penalty on Hit rolls and damage rolls until they do rest.

Encumbrance (Optional Expert System)

In the D&D Basic Set, a simple total encumbrance was based on the type of armor worn. With Expert rules, the same movement rates are used, but the system for finding the total encumbrance is more detailed.

Instead of using an estimate for the encumbrance, you may calculate the exact weight carried by your character.

1. Do *not* use the Basic encumbrance figures given in the D&D Basic Set (300 cn for leather or no armor, 700 cn for metal armor). Instead, add the encumbrance of each item normally carried for adventuring, to find the total Normal Encumbrance. Use this total to find the character's movement rate, according to the following chart.
2. Add encumbrance whenever any treasure or items found are picked up, and keep track of the character's current encumbrance.
3. Make any other modifications as needed — when special items are purchased and carried, or when certain items are left home, unused on a particular adventure. Be sure to make adjustments when new armor or weapons are purchased.

CHARACTER MOVEMENT RATES AND ENCUMBRANCE

Encumbrance	Normal Speed Feet per turn	Encounter Speed	Running Speed
		Feet per round	
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400 cn	15	5	15
2401 or more	0	0	0

ENCUMBRANCE OF TREASURES

Coin (any type)	1 cn	Scroll	1 cn
Gem (any value)	1 cn	Rod	20 cn
Jewelry (1 piece)	10 cn	Staff	40 cn
Potion	10 cn	Wand	10 cn

Note that the encumbrance of an item is *not* always the same as its actual weight, it includes how awkward the item is to carry. A 10′ wooden pole, for example (encumbrance 100 cn), weighs about 40 cn but cannot be as easily carried as 40 coins.

Dungeon Masters' Section

If you play, but do not DM —
STOP READING HERE!
Welcome,
Dungeon Masters!

Procedures

The following procedures are covered in this section:

Clans (Demi-human)
Climbing
Combat (Special Types)
Construction Details
Experience Points for Monsters
Followers (for Name Level Characters)
Mercenaries
Mixing Character Levels
NPC Parties
Overusing Dice
Research (Magic Spells and Items)
Specialists
Spell Books, Lost
Strongholds
Swimming
Taxes
Wishes

Clans

The demi-human races of dwarves, elves, and halflings have a different way of life than humans. They usually live longer, have a stricter way of life, and find security in large family groups called Clans.

A Clan may include several hundred demi-humans! The head of the Clan is always the oldest member, male or female.

Day-to-day tasks are usually done by those best suited to do them. Unlike many human communities, few demi-humans are lazy; everyone has a job, with clan duties and responsibilities, and "goofing off" is nearly unthinkable!

Many other aspects of demi-human family life (such as marriage customs, moiety, industry, clan-to-clan relations, and so forth) may be developed as needed. Your local library should have several books on human clans, which can be used for guidelines. See **Followers** and **Strongholds** for additional information.

Demi-Human preferences:
Elves and dwarves don't usually like each other. This dislike usually surfaces as verbal battles, rather than physical. Both get along fairly well with halflings. All demi-humans cooperate with humans; though men can be dangerous, they are also trustworthy and have many good points (as short-lived races go).

Climbing

Thieves (and *only* thieves) have the special ability to climb sheer surfaces. But many situations can arise where some easier form of climbing is desired — up a tree, steep hill, wall with handholds, etc.

Generally, any characters in metal armor will not be able to climb well. Characters in leather or no armor should be able to climb easily, with only a slight chance of falling. In situations where "normal" climbing might be attempted, first decide on a base chance of success. *For example,* if characters seek to spend a night in a tree with many overhanging branches, there might be an 18 in 20 chance of successful climbing by unarmored characters. Modify that chance for those in chain mail armor (perhaps to 11 in 20) to those in plate mail armor. You may wish to use a character's Dexterity or Strength scores to find the chance of falling; success might be indicated by rolling an ability score or less, using 1d20, 3d6, 4d6, or some other means.

Whatever chances you decide to use, make a note of them so they may be applied equally and fairly in future games. Remember that a falling character takes 1-6 points of damage for each 10′ fallen. But it should be very unlikely for an adventurer, however weak, to be killed by falling out of a tree.

Combat (Special Types)

Normal combat procedures are given in the D&D Basic booklets.

Aerial Combat: In aerial combat, the creature highest in the air usually has an advantage. (The DM may want to record on paper the altitude of each creature.) Speed is also very important. Steadiness is needed to cast spells or fire missiles in aerial combat. A *fly* spell and a flying carpet provide steady support, but a mount that flies by flapping its wings is definitely not steady! Most magic items do not require steady support for proper use.

Missiles fired from an unsteady or moving position have a −4 penalty to Hit rolls.

Certain flying creatures may also make a "swoop" attack (explained on page 45) on any opponent at a lower altitude. This attack, if successful, causes double damage.

Unarmed Combat: Characters who engage in combat without a weapon (for whatever reason) inflict 1 point of damage per hit, plus any strength adjustments. A normal Hit roll is used. All standard combat rules also apply.

Mass Land Combat: Large-scale battles are beyond the scope of these rules; role playing is often neglected in such situations. Miniatures rules from TSR, such as **CHAINMAIL**, are recommended, and should be available at your local hobby shop.

Large-scale battles often involve siege engines (catapult, ballista, etc.). Details on their use are given in the D&D Companion Set; catapults may be used on ships, as described on page 44 of this set.

Naval Combat: Naval combat between small water craft usually starts with missile fire and magic. When the boats are close enough, the enemy craft is grappled and boarded. See "Waterborne Adventuring".

Underwater Combat: Some items and spells permit underwater adventuring. While submerged, combat with most missile fire is not normally possible because of currents, though crossbows may be used. Damage and Hit rolls should be penalized at the DM's discretion, except those of creatures who live in the water.

Bombing: Rocks and other items may be dropped from an altitude of 300′ or less, using a Hit roll of 16 or better (regardless of the target's normal AC). The damage depends on the size of the flyer; for example, if a man could be carried, the flyer may instead carry enough rocks to cause 2-12 points of damage to all within a 10′ x 10′ area (one Hit roll per victim).

Construction Details

Before building a castle or stronghold, the character must meet the basic requirements. See Strongholds for more information. When ready, the character must first clear the local area (map hex) of monsters. The character enters the area with a force of men, and fights or negotiates with any monsters in the area.

When the area is clear, the player draws a complete map of the stronghold to be built, using the following details. After the DM reviews the plans (sometimes suggesting changes), an engineer must be found and hired, and the construction begins.

All cleared areas will remain free of monsters as long as they are patrolled. Patrols often range up to 18 miles from the castle or stronghold, but jungles, swamps, and mountains require a garrison be built every 6 miles to keep the area clear. Additional area may be cleared and settled.

Settlers can be attracted to cleared areas if money is spent on improvements (inns, mills, boatyards, etc.) and advertising. These costs, and the number of settlers who move into the area, are the DM's decision. The settlers will pay **taxes** (10 gp per year per person is typical) for support, protection, and so forth.

Castle Plans: Castles and strongholds are expensive. The most common plan involves small buildings within a large outer wall, leaving room for future additions. The most basic needs are for Barracks to house hired fighters, a place for the character, and simple defenses, such as a small tower plus gatehouse. A full castle complex can easily cost over 250,000 gp!

When drawing castle plans, the most common error is failure to allow for thickness of walls. A castle's outside walls are about 10′ thick, tower and gatehouse walls are about 5′ thick, and stone house walls are about 1′-2′ thick.

Costs and Time: The following costs for typical structures are average. The DM may adjust the amounts for special circumstances; a nearby dwarven mining town might supply plenty of stonework at lower cost or supplies might have to be brought in for a greater cost.

The time required for construction is one game day for every 500 gp spent. This assumes the land has already been cleared and prepared and all the materials are on hand. For every 100,000 gp (or less) in costs, one engineer must be hired.

Constructions in settled areas (such as a home, tavern, or barn of stone) cost about 40% of the given amounts. The costs for wooden structures in such areas are about 20% of those given. The DM may round off costs to the nearest convenient figure to make record keeping simple.

CONSTRUCTION COST TABLE

Construction	Cost
Square Keep (60′ base, 80′ high)	75,0
Barbican (two 20′ x 30′ towers, gatehouse, drawbridge)	37,0
Round Towers: 30′ base, 30′ high	30,0
20′ base, 30′ high	15,0
Other Towers: Cost is normal until height equals width of base. Higher towers cost twice the normal amount. Towers may be no more than twice as high as their base width.	
Bastion (half-round tower; 30′ base, 30′ high)	9,0
Gatehouse (30′ x 20′ base, 20′ high)	6,5
Castle Wall (100′ long, 20′ wide)	5,0
Other Walls: Cost is normal to 30′ height, but double cost from 30′ to 60′ height (the maximum).	
Stone Building, Civilian (two-story, attic, 120′ of wall, wooden doors, stairs, floors, and roof)	3,0
Wooden Building, Civilian (as above)	1,5
Dungeon Corridor (10′ x 10′ x 10′, stone flagged)	5
Moat (10′ deep, 100′ long, 20′ wide)	4

*These, plus internal walls and modest furnishings, can be assumed by adding 25% to the cost of the basic structure.

Miscellaneous Costs:

Arrow Slit or Window	10 gp*
Bars (for window)	10 gp*
Door (3′ x 7′) wood	10 gp
reinforced	20 gp*
iron/stone	50 gp
secret	cost x 5
Floor (10′ x 10′), wood	40 gp
flagstone/tile	100 gp*
Roof: same costs as floors	
Shifting Wall (10′ x 10′)	1000 gp
Shutters (window)	5 gp*
Stairs (3′ x 10′) wood	20 gp
stone	60 gp*
Trap Door (4′ x 3′)	cost x 2

Giving Experience Points

The following chart has been used to calculate all the XP values in the Monsters section. You should use it to find the XP award for monsters you design.

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Hit Dice	Base Value	Bonus per Asterisk
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21	2500	2000

For every Hit Die over 21, add 250 points to both the base value and bonus.

Followers

Low-level NPCs will be attracted to serve any character building a stronghold.

Clerics: Once a castle is constructed, 50-300 loyal troops will come to help the cleric. All will be of the same alignment as the cleric. Most will be Normal Men, with Fighter leaders of up to 3rd level. Unlike all other NPC mercenaries, they require *no* pay, and never check Morale. The exact composition (number of archers, cavalry, etc.) and weapons carried are left for the DM to decide.

In addition to mercenary troops, the cleric may attract other low-level clerics to serve the church. As with castle construction, these will be sent by the cleric's original church — 1-6, if the character has been well-played; none if some alignment punishment has been needed. These clerics will be of 1st-3rd level, and of the same alignment as the cleric.

Demi-Humans: When a stronghold is built, the character will gain help from the Clan. If no stronghold existed for that Clan, the entire family may move in to help with and defend the stronghold, at no cost to the character. They will often patrol the area, but will not normally clear the area of monsters; for this task, mercenaries must be hired. A demi-human may only hire mercenaries of the same race. Good and fair treatment will usually attract more NPCs (possibly other Clans, as allies), but family squabbles do arise, often for very minor reasons. A feud may result in a temporary lack of Clan support, which can be restored by apologies, possibly a wedding or two, and a large feast to soothe feelings. Any such feuds will be put aside immediately if any real threat arises from outside the stronghold — but often just as quickly resumed after the danger passes. Note that the owner of a stronghold does *not* become the Clan leader.

Fighter: Once a fighter has become a Baron or Baroness, up to 50 Normal Men and Fighters of levels 1-3 will come to apply for jobs and training. These NPCs may be of any alignment.

The character may have some trouble finding weapons and equipment enough to supply the mercenaries. The ruler bestowing the title will usually keep a careful watch on any large orders for supplies, to prevent possible future revolts. See page 27 for details.

Magic-user: When a tower is built, up to 6 magic-users of levels 1-3 (and of any alignment) will come seeking training. Up to 12 normal men will also come, seeking to become magic-users. Their intelligence scores will usually be above average, but many will probably become discouraged and quit after 1-6 months.

Thief: When a Hideout is built, a thief character will gain 2-12 1st level thief apprentices, sent by the Thieves' Guild. These may be of any alignment, and are usually (but not always) loyal. If any die or leave, they will not be replaced. At least one NPC thief will be a spy from the Guild, sent to keep an eye on the character's progress. The DM should decide on the income gained by the character from the minor pilfering of his followers.

Mercenaries (also see Specialists)

Mercenaries are hired soldiers who will fight and perform other typical military tasks. They do not normally go on dungeon adventures, and will only participate in certain wilderness adventures (fighting other armies, clearing monsters around a castle, defending the castle, etc.). Players should be aware of the morale of their mercenaries because high death rates, low pay, and other poor treatment will cause them to revolt or desert their liege. Good treatment and safe but exciting service will lead to greater loyalty, as will success on the battlefield.

Mercenaries are often hired to guard a castle or stronghold. The following costs only cover normal upkeep (feeding and supplying that soldier with normal gear). Mercenaries will already own their own weapons and armor. Armorers (100 gp/month) and smiths (25 gp/month) are still required to keep the arms and armor in good condition.

For hazardous (wartime) duty, double all the costs. Their morale may be lowered by high death rates, low pay, poor treatment, and so on. Good treatment and success in battle may create better morale. You should decide what types of troops a character may employ, and their morale.

COST OF HIRING MERCENARIES

Mercenary Troop Type	Cost in gp/month				
	Man	Dwarf	Elf	Orc	Goblin
Archer (leather, shortbow, sword)	5	—	10	3	2
Bowman, Mounted (light horse, shortbow)	15	—	30	—	—
Crossbowman (chain, heavy crossbow)	4	6	—	2	—
Crossbowman, Mounted (mule, crossbow)	—	15	—	—	—
Footman, Light (leather, shield, sword)	2	—	4	1	½
Footman, Heavy (chain, shield, sword)	3	5	6	1½	—
Horseman, Light (leather, lance)	10	—	20	—	—
Horseman, Medium (chain, lance)	15	—	—	—	—
Horseman, Heavy (plate, sword, lance)	20	—	—	—	—
Longbowman (chain, longbow, sword)	10	—	20	—	—
Non-fighter (peasant)	1	—	—	—	—
Wolf Rider (leather, spear)	—	—	—	—	5

Mixing Levels of Characters

During a campaign, new characters often enter the game, either replacing lost ones or brought by new players. But at the same time, more successful characters will continue to advance in experience. This creates a large difference between the levels of the different characters.

This difference can cause great problems. As a guideline, if the difference in levels is 5 or more, the characters should adventure separately. This guideline will not apply at all times, and should not be applied to games using retainers.

NPC Parties

If you are using NPC parties as Wandering Monsters or as planned encounters, create the parties in advance, to save time. You may either choose the members of an NPC party or use random rolls.

1. Roll 1d6 + 3 to find the Number Appearing.
2. Determine the class of each by rolling 1d8, then roll 1d6 adding the modifiers given to find the level:

CLASS	LEVEL
1 cleric	4-9 (1d6+3)
2 dwarf	7-12 (1d6+6)
3 elf	3-8 (1d6+2)
4 fighter	4-9 (1d6+3)
5 halfling	3-8 (1d6+2)
6 magic-user	4-9 (1d6+3)
7 thief	5-10 (1d6+4)
8 fighter	6-11 (1d6+5)

3. Determine alignment of each NPC with 1d6: 1-3 = Lawful; 4-5 = Neutral; 6 = Chaotic.
4. Choose or randomly determine the spells of any spell casters in the party.
5. Choose or randomly determine the magic items carried by the NPCs (see below).
6. Decide on the NPC marching order.

If encountered in the wilderness, there is a 75% chance that the NPC party will be mounted. In general, NPCs should have about the same amount of equipment as a PC of the same level. Magic may be assigned or determined randomly. The chance of any NPC of 1st level or greater possessing magic items is 5% per level (maximum chance 95%), checking on each magic item suitable:

Swords
Armor
Potion
Other Weapons
Scroll
Wand/Staff/Rod
Miscellaneous Magic

If an NPC cannot use an item, the NPC should not have it (do not re-roll). You may change any magic items rolled. NPCs will use their magic if combat begins. Players should not obtain magic items from NPCs except through barter, trickery, or force.

Overusing Dice

A common error while Dungeon Mastering is the use of random dice rolls to determine everything. An entire evening can be spoiled if (for example) an unplanned wilderness encounter on the way to the dungeon goes badly for the party. The DM must use good judgment in addition to random tables. Encounters should be scaled to the strength of the party and should be in harmony with the theme of the adventure.

The DM may choose a number within the given die range rather than roll for the amount of damage, number appearing, etc. This may be necessary to allow for a more enjoyable game; heavy damage early in the game may spoil some of the fun.

Research (Magic Spells and Items)

A cleric, magic-user, or elf may try to invent new spells and create new magical items through research. These are difficult and lengthy projects. The DM should be very careful when letting the players develop new spells and new magic. Permanent, unlimited uses, and effects that increase with level or have no Saving Throw can lead to massive imbalances. In most cases, you should test an idea for a time, with the understanding that changes will be made if necessary.

Spells: Research requires both time and money. The player should have a firm idea of the spell desired. The new spell must be written out and given to the DM, who decides if it is possible, what level it should be, and what changes are needed for play balance. A character may only research spells of levels equal to those which can be cast. Spell research costs 1,000 gp and 2 weeks of time per level of spell.

Magic Items: A spell caster may not create magic items until reaching 9th level or greater. A cleric may only make items usable by clerics, and a magic-user (or elf) may only make items usable by that class.

To create a magic item, the spell caster must first gather rare materials from which the item will be made. The DM should decide what is necessary. A scroll might require special parchment and a different formula of ink for each spell effect. Weapons might require rare metals, powdered gems forged into the metal, or the blood or skins of creatures to be specially affected by the weapon. These items should be difficult to obtain, and the spell caster will often have to adventure to acquire them, for there are **no** magic shops. The spell caster must then spend time and money fashioning the item and enchanting it. The spell caster may not go adventuring during the time it takes to create a magic item.

If an item duplicates a spell effect, the cost is usually 500 gp and 1 week's time per spell level. There is always at least a 15% chance that the magical research or production will fail. This check is made after the time and money are spent.

The DM may limit or forbid the production of certain powerful items, by requiring very rare substances for production. They could be hard to find, very costly, time-consuming, or require a special adventure.

Examples	Cost	Time
Scroll: magic missile (x2)*	1,000	2 weeks
Portion of healing	500	1 week
Fire ball wand**	30,000	17 weeks

*3 missiles each
**fully charged with 20 charges

An item that does not duplicate a spell effect is given a cost and required time by the DM. For example:

Item	Cost	Time
20 arrows +1	10,000 gp	1 month
Plate mail +1	10,000 gp	6 months
Crystal ball	30,000 gp	6 months
Ring x-ray vision	100,000 gp	12 months
Ring spell storing	10,000 gp	1 month per spell level

Specialists (also see Mercenaries)

The characters may, at some point, want to hire NPCs with special training or skills in certain areas other than mere fighting (mercenaries). These people are known as specialists. Specialists are not retainers, and they will not go on adventures. However, a character may hire as many specialists as can be afforded.

Specialists are found by posting notices in towns. These may be answered by none, one, or many persons, depending on the type of specialist wanted, the size of the local population, the reputation of the employer, and the amount of money or bonus offered. The player must then select which of the applicants to hire, and work out the details of salary with each, the DM playing the NPC role in each case. The DM may wish to establish guilds for various professions where certain types of specialists are commonly found.

The following details are for Specialists normally available in cities and large towns; the DM may develop others.

Alchemist (1000 gp/month): If given a formula or a sample, an alchemist may make a duplicate potion at half the normal time and cost. They may also conduct research into different types of potions at twice the cost and time required for a magic-user.

Armorer (100 gp/month): For every 50 fighters hired, 1 armorer is needed to maintain their weapons and equipment. Any armorer not so employed may make non-magical armor and weapons at the rate of 1 suit of armor, 3 shields, or 5 weapons per month. For every 3 assistants (one of which must be a smith) the output may be doubled. One armorer can manage 6 assistants.

Animal Trainer (500 gp/month): For training any animal (or monster) other than a horse, mule, or dog, a trainer is needed. Each trainer is skilled with only one type of creature. One trainer can handle up to 6 creatures. The first "trick" or command taught should require at least a month, and each additional command should take at least another 2 weeks. The lengths of time involved will vary with the intelligence of the animal, the complexity of the trick, and so forth. Training must be continuous, or the animal becomes "untrainable."

Engineer (750 gp/month): An engineer is needed for the construction of castles and large structures. Dwarven engineers usually specialize in tunneling. One engineer must be hired for every 100,000 gp or less in construction costs.

Sage (2000 gp/month): A sage is an advisor, capable of answering questions involving obscure knowledge. There is always a chance of failure in researching obscure questions. The DM must decide on extra costs of finding ancient books and time required. Sages are usually rare, and there might be few in an entire campaign.

Seaman (Rower, 2 gp/month; Sailor, 10 gp/month; Captain, 250 gp/month; Navigator, 150 gp/month): Rowers handle oars on galleys and longships. They fight as "normal men," and only when the situation is desperate. Sailors are usually "normal men" who are capable of sailing vessels and fighting as light foot mercenaries when the craft is attacked. A captain, needed for most ships, has the skills of a sailor and knows coastal waters. A navigator is skilled in piloting a ship on long ocean voyages. Any ship without a navigator become lost when losing sight of land.

Spy (500+ gp/mission): A spy (usually a thief) may be hired to spy on a group the character wants more information about. The spy may either be an outsider who attempts to join the group or a member of the group who is bribed to become a spy. The DM must decide on the length of the mission, chance of success, and so forth, based on the information wanted, precautions against such spying, and the amount paid. There may be a chance that the spy will betray the character; the spy's loyalty is known only to the DM.

Spell Books, Lost

A magic-user or elf whose spell book is lost or destroyed cannot regain spells until it is replaced. The method, time, and cost is for the DM to decide. A rough guideline is 1,000 gp and 1 week of study for each spell level replaced (3rd level spell = 3,000 gp and 3 weeks). This should require all the character's time, leaving none for adventuring.

Strongholds

Clerics: When a cleric of 9th level or greater decides to construct a castle, consider the cleric's alignment, and decide whether the player has done a good job at playing the character properly. If some punishment has ever been needed, because of severe alignment play problems, the cleric's church will not become involved in the construction of the castle. On the other hand, if the player has done a very good job at all times, the church will pay for half the cost of the entire castle! If (as most commonly occurs) the situation is somewhere in between these extremes — the play of the character being good, average, or fair — the church will pay for any portion, up to 50%.

Demi-Humans: When a dwarf, elf, or halfling character builds a stronghold (within the conditions given in each class description), the character's family will help to find a location. Then, if the character does not have the money to build the stronghold, the family will loan up to 50% of the cost to the character, and with *no* interest charges. The character must pay back the money within a reasonable amount of time, but years may pass before the entire loan is repaid.

If the character's stronghold is ever threatened by enemies, the whole Clan may come to help, and may (if the threat is serious enough) bring other Clans. Even whole armies of monsters often hesitate at the thought of starting a major war with the demi-humans.

Fighters: When a fighter of 9th level or greater decides to build a castle, it is assumed that rumors of the character's great skill has reached the ruler of the province or nation. To help gain the good will of the powerful character and his or her friends, the ruler will probably award some official title to the fighter! This award is usually called a Barony, and the following events would occur in this case. When the castle is built, the fighter is summoned to the ruler's stronghold, and is officially proclaimed a Baron or Baroness. A scroll of rulership is drawn up, signed by the ruler and the character, and given to the fighter as evidence of the ruler's approval and support. The fighter may then return to the newly built castle and rule that portion of the territory. If any enemy of the ruler's invades the character's territory, the character may call on the ruler for added support, if necessary.

Magic-user: When a magic-user reaches 11th level or greater and builds a tower, a proclamation is normally issued by the ruler of the territory. This proclamation makes it clear that the tower, and the character, are not to be interfered with by anyone — and the character need not seek such approval, or even have met the ruler! High level magic-users can be dangerous foes, and all rulers seek friendship with them, even if their alignments differ.

If the magic-user's tower is ever attacked, despite the proclamation, the ruler will usually send assistance. However, if the attacker is another magic-user, the ruler will not interfere; the affairs of wizards are politely ignored by all others.

Thief: When a thief reaches 9th level or greater and builds or buys a Hideout, the character must seek the approval of the Thieves' Guild before doing so. If another Guild is operating in the area, permission may be denied. However, if the character chooses an area not already controlled, the Thieves' Guild will help by recognizing the character's Hideout as an official branch of the greater Guild, and also be sending new apprentices to work for the character. If a rogue thief starts pilfering in the character's area without permission, the character will find Guild support in stopping such actions.

The DM should give clues, through the character's Guild, to where an acceptable place might be found to start a new branch of the Guild. Most villages and small towns should not have Hideouts, and larger communities may have 1 branch for each 1,000 "normal" residents (at most).

Note that thieves are not often liked by townspeople or rulers, but the Guild is an accepted fact of life. Many powerful adventurers find thieves very useful during their adventures, and thus support the Guild indirectly. Rulers are too wise to incur the wrath of player and non-player characters by harassing or destroying the large Thieves' Guild network.

Swimming

In D&D games, all characters may swim (unless the DM decides otherwise). Movement rate while swimming is ½ normal. The DM should decide on the chances of drowning in rough water, swimming while carrying heavy or encumbering equipment or treasure, swimming while wearing heavy armor, or while fighting in the water.

The chances of drowning usually depend on the circumstances. *For example,* a fighter trying to swim in rough choppy seas while wearing plate armor and carrying 3,000 cn of treasure might have a 99% chance of drowning. The same fighter in leather armor and carrying no treasure might have only a 10% chance of drowning.

Taxes

The DM may want to impose taxes for various reasons; commonly by town councils taxing found treasure. When taking excess money out of the characters' pockets through taxes, give logical reasons and choices if possible. Never simply remove it, and try not to force the characters into a single course of action. *For example,* a treasure-laden fighter just back from a dungeon is told of a local "salvage tax." He can refuse to pay (and face arrest and possible confinement); he can flee back into the wilderness (a dangerous course, uncertain of success); or he can pay up.

Wishes

Wishes can cause great problems if not handled properly. The DM must see that wishes are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow wishes that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the wish is, the less likely that the wish will become reality. *For example,* if a character wishes for a magic weapon to fight werewolves attacking the party, this is reasonable, and a +1 sword could appear, disappearing when the fight is over. If a player wishes for a life draining sword, it also might appear, but in the hands of a fearsome opponent!

The wording of a wish is very important and may greatly alter the results. Wishing for more wishes will certainly place the character in an endless time loop, forever repeating the acquisition and use of the wish. However, wishing that certain monsters had never attacked, or that a certain deadly blow had never landed, are acceptable and good uses of wishes.

D&D Campaign

When you play frequent D&D games, instead of an occasional game, the campaign world in which the player characters live and travel becomes a very important part of the game. The best D&D campaigns are carefully built by considering the details of a real world, and applying them to this fantasy world.

The best place to start building this world is from the characters' point of view, and branch out. As Dungeon Master, you should at least have detailed notes on their Home Town. Some guidelines are provided in this section.

The historical setting upon which D&D games are based is 15th century Europe, before the invention of the printing press. Gunpowder, however, is one aspect of that era which is not a part of this game.

Part 1: Designing the Wilderness

In designing a large area, you may use a procedure similar to that used in designing a dungeon:

1. Choose a Setting
2. Draw Maps of the Area
3. Place the Home Town and Local Dungeons
4. Locate Areas Under Human Control
5. Locate Areas Under Non-Human Control
6. Describe the Home Town
7. Fill in Other Details
8. Create Lairs and Encounter Tables

1. Choose a Setting

Decide what the area will be like, overall. It may be mountains, plains, woods, desert, or a combination of all. You might want to use a good fantasy novel for background, or you can just make up the details. But the first step is to choose the size you want, and the terrain in the area. A single valley, island, or barony is good to start with. A small area is easier to control, and takes less time to design.

2. Draw Maps of the Area

For wilderness, use hex paper instead of the graph paper used in dungeon design. You can use a world atlas to gather ideas about rivers, mountain ranges, and so forth. Use common sense; rivers flow downhill, forests are rarely next to deserts, and jungles have many rivers and swamps.

Start with a large-scale map that shows only the major terrain features and then make smaller maps that show more detail. *For example,* a hex on a large-scale map could be 24 miles across, but only 6 miles across on a small-scale map. Sketch the terrain in pencil first, so you can make changes. Some wilderness map symbols are given in the center of this book.

3. Place the Home Town and Local Dungeons

Choose the location of a Home Town for the characters, and locate their first dungeon nearby. This town should be near a river or road, with the dungeon near a deserted area, mountains, or a forest. If you place the town near the center of the map, the characters can explore in all directions.

4. Locate Areas Under Human Control

Mark the areas that the characters can visit easily — those controlled by local barons or dukes. Most humans live near good water sources, along coasts, and in good farmland. You may wish to detail a system of rulership that applies to the whole area.

5. Locate Areas Under Non-Human Control

Elves prefer wooded places far from men; dwarves and goblins prefer mountains and hills. Halflings live on good farming land or gentle hills if they can. Many monsters choose a "territory" to hunt in and defend, while orcs and similar creatures will raid and move around a great deal. Although non-human areas usually have no firm boundaries, you should note the general areas where demi-humans and monsters may be found.

6. Describe the Home Town

First, select a size:

Village	50-999
Small Town	1,000-4,999
Large Town	5,000-14,999
City	15,000 +

The Home Town should provide the services most needed by characters, including a place to stay (inn or townhouse), churches, a Thieves' Guild, craft and supply shops — and of course a town guard, to keep an eye on crime.

You should also decide who is running the town. This may be a sheriff appointed by a baron, a town council, a mayor powerful merchant prince, or even a high level NPC adventurer. NPC rulers should be Name Level at least, with appropriate bodyguards and magic.

7. Fill in Other Details

Finish off the small-scale map of the Home Town area with notes on local NPCs, rumors, and points of interest. This should include some people who hire adventurers (and their reasons), the frequency and scope of local guard patrols, minor town officials, and so forth. Demi-human and monster-controlled areas may be further detailed.

8. Create Lairs and Encounter Tables

Instead of using the Wandering Monster tables for dungeons, make up encounter tables for wilderness use, based on the creatures you place. You may include anything you wish, and you need not detail every lair in an area. When encountering a monster in the wilderness, there is a chance that it will be found in a lair. This is noted in the monster description. Try to be consistent (no swamp leeches in desert, no halflings in dense mountains, etc.).

Make notes on a few special monster lairs, but do not place them on the map! Use them when the characters encounter a monster lair, and simply place it where they find it. In a similar manner, draw a few plans for castles, ships, and other areas that may be encountered or used at a future date.

Towns and Cities

All characters should start in a home town, from which they may begin their adventures. The home town provides a place where a party can buy equipment, hire men and retainers, sell treasures (and perhaps have magic items identified), and where clerical healing is available for a price or service. Rumors that can lead to adventure can be gathered at inns or taverns.

Most towns should be located very near watercourses. Without a good source of water, no town can survive. In a valley, wells may be dug, and a natural spring might surface, attracting early settlers. Streams and other fresh-water sources are the most popular to colonists, however, and a fork of a river will probably be the first settled area of any wilderness. The land should be suitable for farming, and most farms will be very near the town.

In "new" towns, most buildings should be made of wood, with stone added to some larger ones. Dirt roads and paths should lead throughout the town, possibly with some few cobblestone main streets if the town is large. Most homes should be in one area, and most businesses in another.

CHARACTER HIT ROLLS (on 1d20)

Character Class and Level			Target's Armor Class																		
Fighters*	**Clerics****	**Magic-Users**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**−1**	**−2**	**−3**	**−4**	**−5**	**−6**	**−7**	**−8**	**−9**
	Normal Man		11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	25	26
1-3	1-4		10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	24	25
4-6	5-8	1-5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	22	23
7-9	9-12	6-10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21
10-12	13-16	11-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
13-15			2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19	20	20

*Also Dwarves, Elves, and Halflings
**Also Thieves

Negative AC is possible due to use of magic armor or spells. Hit Rolls exceeding 20 require the presence of some bonus to the Hit Roll. A natural 20 without bonuses will not hit creatures that require a Hit Roll of greater than 20.

MONSTER HIT ROLLS (on 1d20)

Monster's	Target's Armor Class															
Hit Dice	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**−1**	**−2**	**−3**	**−4**	**−5**	**−6**
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
7+ to 8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
8+ to 9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
9+ to 11	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
11+ to 13	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
13+ to 15	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
15+ to 17	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
17+and up	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12

An attack does not automatically hit and cause damage. The chance to Hit is given as the creature's Hit Roll versus its target's armor class. These two tables list all Hit Rolls for all characters of different levels and for monsters by the number of Hit Dice they have.

Roll 1d20. If the result is equal to or greater than the number listed, the attack hits.

Unless the target is invulnerable to normal weapons, or a number greater than 20 is needed and there are no bonuses, a roll of **20** will *always* hit, and a roll of **1** will always *miss.*

VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:
- Club
- Dagger
- Sling stone
- Torch

1d6 (1-6) points of damage:
- *Arrow (long or short bow)
- Hand Axe
- Mace
- *Quarrel (crossbow)
- Short Sword

1d6 (1-6) points of damage:
- Spear
- War Hammer

1d8 (1-8) points of damage:
- Sword (normal)
- *Battle Axe

1d10 (1-10) points of damage:
- Lance
- *Pole Arm
- *Two-handed Sword

*This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.

MISSILE FIRE TABLE

	Maximum Ranges (in feet)		
Weapon	**Short (+1)**	**Medium (0)**	**Long (−1)**
Crossbow (lt.)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

When using missiles remember to adjust for:
1. Dexterity
2. Range
3. Cover
4. Magic

SAVING THROWS

	FIGHTER						CLERIC				THIEF			
							Character Level							
Saving Throw	**Normal Man**	**1-3**	**4-6**	**7-9**	**10-12**	**13-15**	**1-4**	**5-8**	**9-12**	**13-16**	**1-4**	**5-8**	**9-12**	**13-16**
Death Ray/Poison	14	12	10	8	6	6	11	9	7	6	13	11	9	7
Magic Wands	15	13	11	9	7	6	12	10	8	7	14	12	10	8
Paralysis Turn to Stone	16	14	12	10	8	7	14	12	10	8	13	11	9	7
Breath Attack	17	15	13	11	9	8	16	14	12	10	16	14	12	10
Rod/Staff/Spell	17	16	14	12	10	9	15	13	11	9	15	13	11	9

DWARF				ELF				HALFLING			MAGIC-USER		
1-3	**4-6**	**7-9**	**10-12**	**1-3**	**4-6**	**7-9**	**10**	**1-3**	**4-6**	**7-8**	**1-5**	**6-10**	**11-15**
8	6	4	2	12	8	4	2	8	5	2	13	11	9
9	7	5	3	13	10	7	4	9	6	3	14	12	10
10	8	6	4	13	10	7	4	10	7	4	13	11	9
13	10	7	4	15	11	7	3	13	8	5	16	14	12
12	9	6	3	15	11	7	3	12	9	4	15	12	9

WILDERNESS ENCOUNTER TABLES GENERAL

#	Clear, Grassland	Woods	River	Swamp
1	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid	Humanoid
4	Animal	Insect	Insect	Swimmer
5	Animal	Unusual	Swimmer	Undead
6	Unusual	Animal	Swimmer	Undead
7	Dragon	Animal	Animal	Insect
8	Insect	Dragon	Dragon	Dragon

#	Barren, Mtns., Hills	Desert	*Settled
1	Men	Men	Men
2	Flyer	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid
4	Unusual	Men	Men
5	Animal	Animal	Men
6	Humanoid	Dragon	Insect
7	Dragon	Undead	Animal
8	Dragon	Animal	Dragon

#	City	Ocean	Jungle
1	Men	Men	Men
2	Undead	Flyer	Flyer
3	Humanoid	Swimmer	Insect
4	Men	Swimmer	Insect
5	Men	Swimmer	Humanoid
6	Men	Swimmer	Animal
7	Men	Swimmer	Animal
8	Men	Dragon	Dragon

*Any inhabited non-city area is "Settled"

CHANCE OF ENCOUNTER

Terrain	Chance (1d6)
City, Clear, Grasslands, or Inhabited	6
Woods, River, Hills, Barren Lands, Desert, Ocean*, Aerial**	5-6
Swamp, Jungle, Mountains	4-6

*Ocean: A roll of 6 indicates a normal ocean encounter. A roll of 5 indicates no encounter unless the ship lands at the end of the day; if so, a land encounter is used.

**Aerial encounters always use the Flyer table, regardless of terrain.

SUBTABLES (Creature Names)

When an NPC class is given, the encounter is with 1 Name Level or greater, plus 2-20 low-level apprentices. When a specific level title is given, the encounter is with 6-15 individuals of that level.

1. ANIMALS

#	Clear, Grassland	Woods	River	Barren, Mountains
1	Animal Herd	Animal Herd	Animal Herd	Animal Herd
2	Baboon, Rock	Boar	Boar	Ape, White
3	Boar	Cat, Panther	Cat, Panther	Ape, White
4	Cat, Lion	Cat, Tiger	Cat, Tiger	Baboon, Rock
5	Elephant	Lizard, Gecko	Crab, Giant	Bear, Cave
6	Ferret, Giant	Lizard, Draco	Crocodile	Bear, Grizzly
7	Horse, Riding	Lizard, Tuatara	Crocodile, Lrg	Cat, Mtn. Lion
8	Lizard, Draco	Snake, Viper	Fish, Rock	Mule
9	Mule	Spider, Crab	Leech, Giant	Snake, Viper
10	Snake, Viper	Unicorn	Rat, Giant	Snake, Rattler
11	Snake, Rattler	Wolf	Shrew, Giant	Wolf
12	Weasel, Giant	Wolf, Dire	Toad, Giant	Wolf, Dire

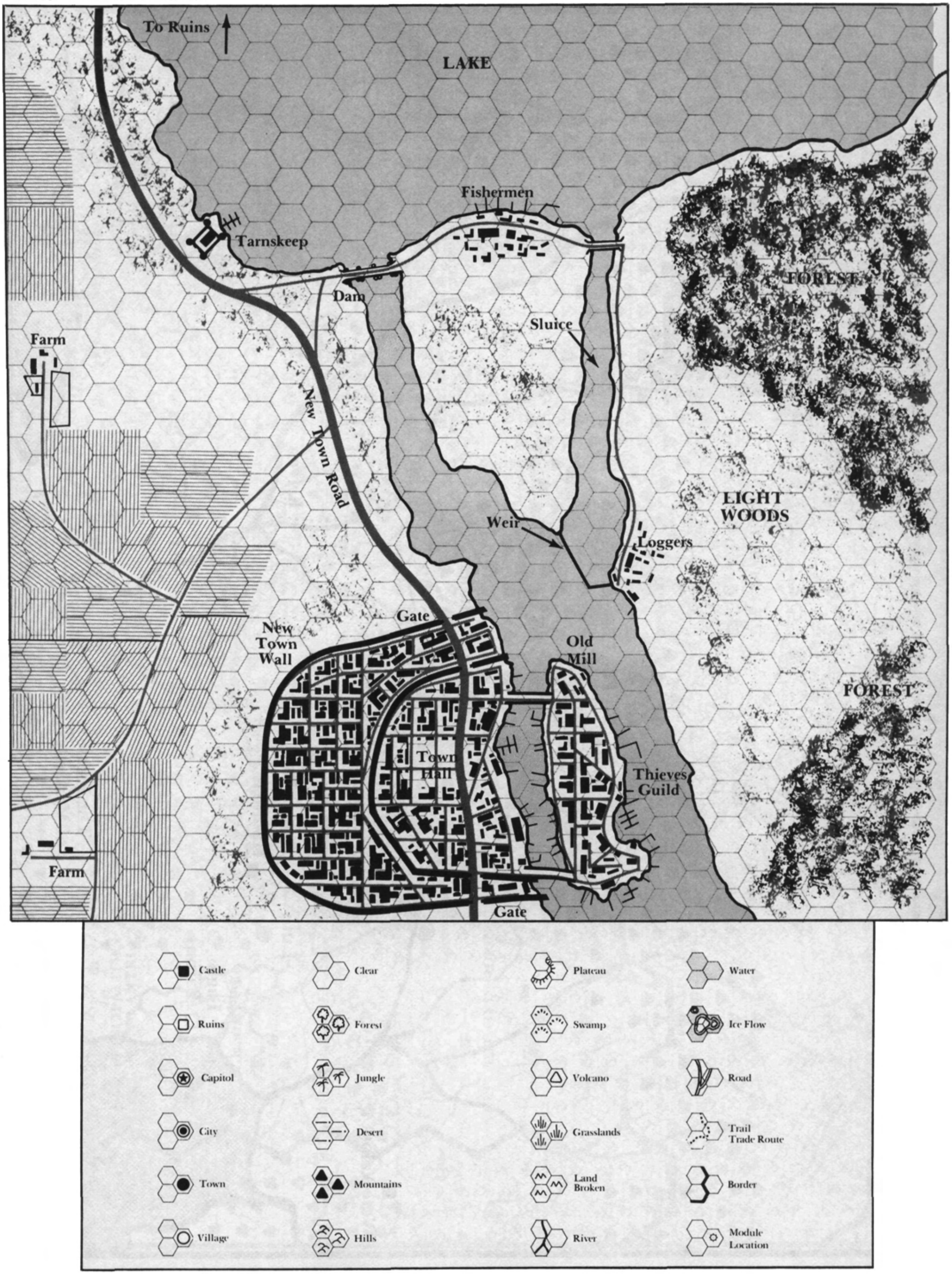
#	Desert	Settled	Jungle	Prehistoric
1	Animal Herd	Animal Herd	Animal Herd	Bear, Cave
2	Animal Herd	Animal Herd	Boar	Cat, Sabretooth
3	Camel	Boar	Cat, Panther	Crocodile, Giant
4	Camel	Cat, Tiger	Lizard, Draco	Elephant, Masto.
5	Cat, Lion	Ferret, Giant	Lizard, Gecko	Pterodactyl
6	Cat, Lion	Horse, Riding	Lizard, Horned	Pteranodon
7	Lizard, Gecko	Rat, Giant	Rat, Giant	Snake, Racer
8	Lizard, Tuatara	Shrew, Giant	Shrew, Giant	Snake, Viper
9	Snake, Viper	Snake, Racer	Snake, Viper	Triceratops
10	Snake, Rattler	Snake, Viper	Snake, Python	Triceratops
11	Spider, Widow	Spider, Taran.	Snake, Spitting	Tyrannosaurus
12	Spider, Taran.	Wolf	Spider, Crab	Wolf, Dire

2. HUMANOIDS

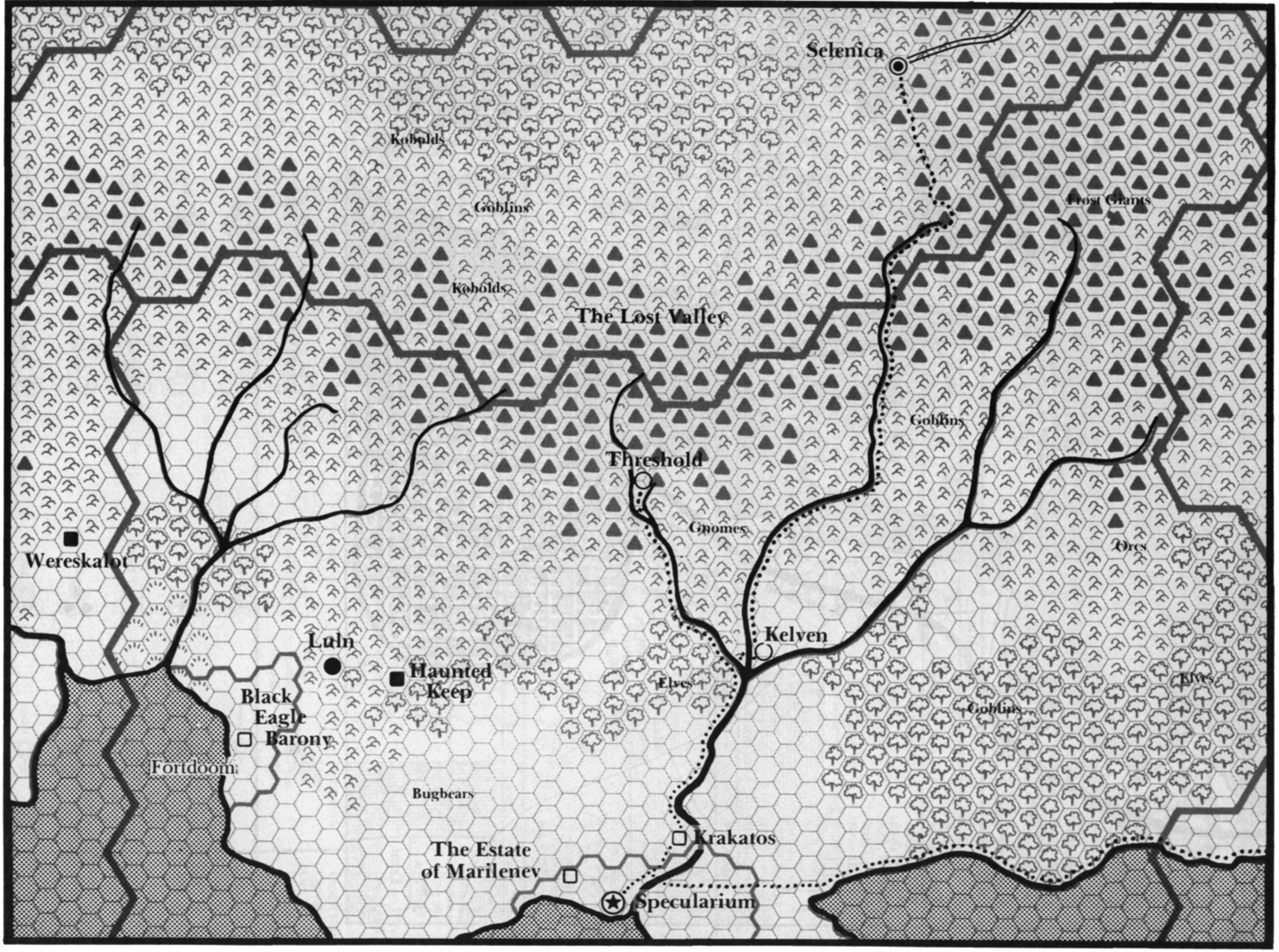
#	Clear, Grassland	Woods	River	Swamp	Barren, Mountains, Hills	Desert	City and Inhabited	Jungle
1	Bugbear	Bugbear	Bugbear	Gnoll	Dwarf	Giant, Fire	Dwarf	Bugbear
2	Elf	Cyclops	Elf	Goblin	Giant, Cloud	Goblin	Elf	Cyclops
3	Giant, Hill	Dryad	Gnoll	Hobgoblin	Giant, Frost	Hobgoblin	Giant, Hill	Elf
4	Gnoll	Elf	Hobgoblin	Lizard Man	Giant, Hill	Hobgoblin	Gnome	Giant, Fire
5	Goblin	Giant, Hill	Lizard Man	Lizard Man	Giant, Stone	Ogre	Gnoll	Giant, Hill
6	Halfling	Gnoll	Lizard Man	Lizard Man	Giant, Storm	Ogre	Goblin	Gnoll
7	Hobgoblin	Goblin	Nixie	Nixie	Gnome	Ogre	Halfling	Goblin
8	Ogre	Hobgoblin	Ogre	Ogre	Goblin	Orc	Hobgoblin	Lizard Man
9	Orc	Ogre	Orc	Orc	Kobold	Orc	Ogre	Ogre
10	Pixie	Orc	Sprite	Troglodyte	Orc	Pixie	Orc	Orc
11	Thoul	Thoul	Thoul	Troll	Troglodyte	Sprite	Pixie	Troglodyte
12	Troll	Troll	Troll	Troll	Troll	Thoul	Sprite	Troll

The Threshold

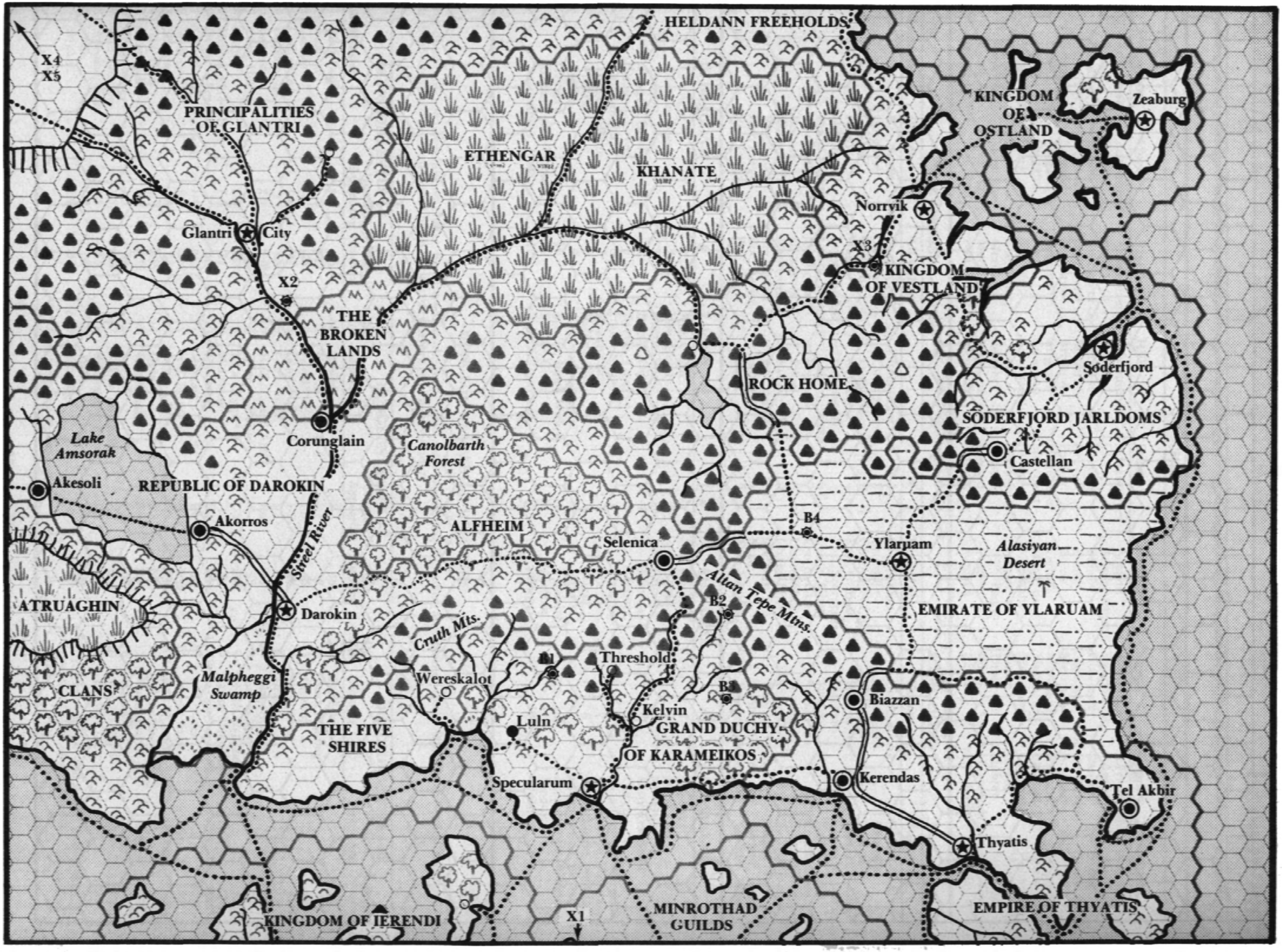
Scale: 1 Hex = 500 feet

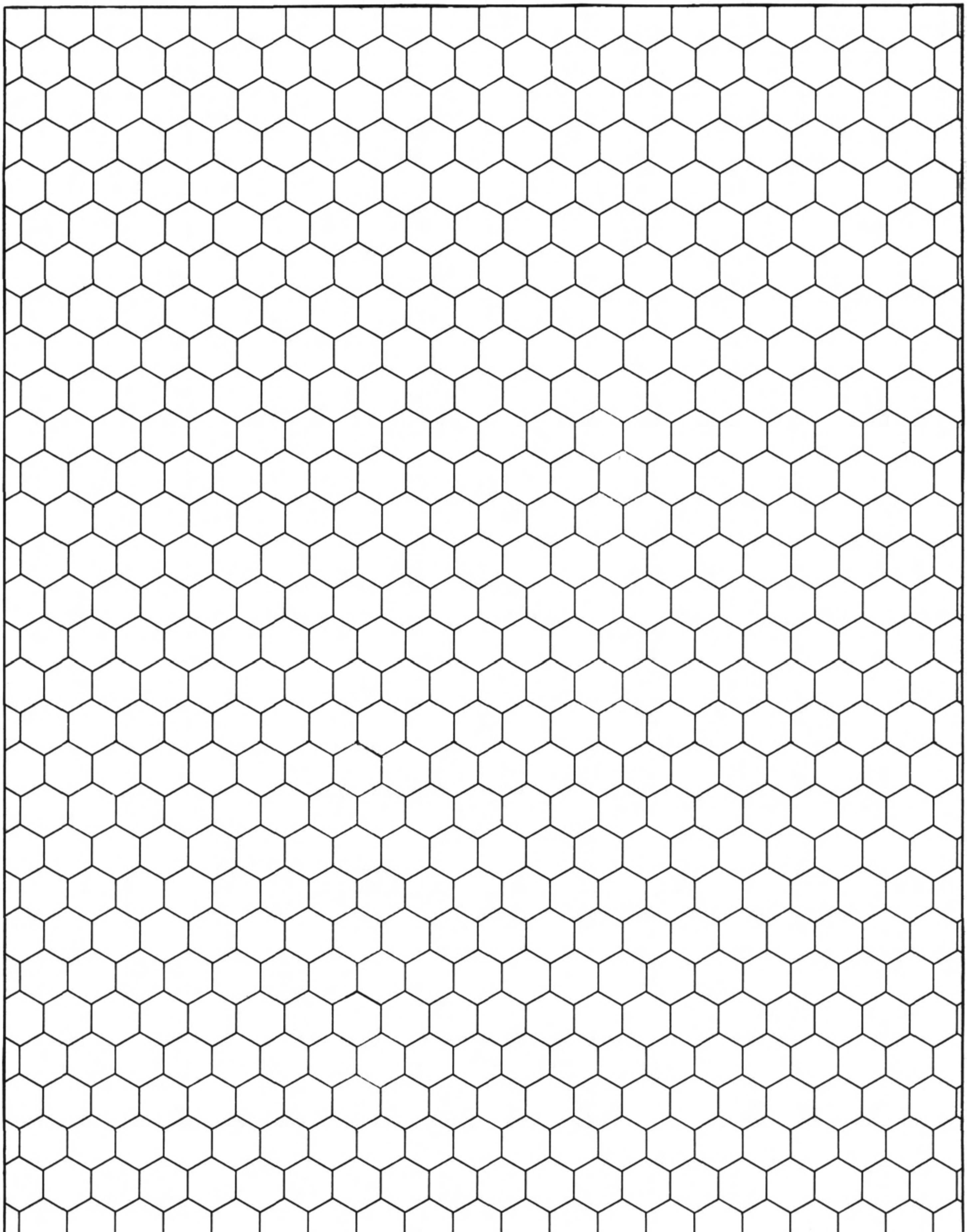

To Ruins
LAKE
Fishermen
Tarnskeep
Dam
Sluice
FOREST
Farm
New Town Road
LIGHT WOODS
Weir
Loggers
Gate
New Town Wall
Old Mill
FOREST
Town Hall
Thieves Guild
Farm
Gate
Castle
Clear
Plateau
Water
Ruins
Forest
Swamp
Ice Flow
Capitol
Jungle
Volcano
Road
City
Desert
Grasslands
Trail Trade Route
Town
Mountains
Land Broken
Border
Village
Hills
River
Module Location

Map #1 The Grand Duchy of Karameikos


Selenica
Kobolds
Goblins
Frost Giants
Kobolds
The Lost Valley
Goblins
Threshold
Gnomes
Ores
Wereskalot
Kelven
Luln
Haunted Keep
Elves
Elves
Goblins
Black Eagle Barony
Fortdoom
Bugbears
Krakatos
The Estate of Marilenev
Specularium

Map #2 The Lands and Environs of the D&D Wilderness


X4
X5
PRINCIPALITIES OF GLANTRI
Glantri City
X2
ETHENGAR KHANATE
HELDANN FREEHOLDS
KINGDOM OF OSTLAND
Zeaburg
Norrvik
X3
KINGDOM OF VESTLAND
THE BROKEN LANDS
ROCK HOME
Soderfjord
SODERFJORD JARLDOMS
Castellan
Lake Amsorak
Corunglain
Canolbarth Forest
Akesoli
REPUBLIC OF DAROKIN
Akorros
ALFHEIM
Streel River
Selenica
B4
Ylaruam
Alasiyan Desert
EMIRATE OF YLARUAM
Altan Tepe Mtns.
ATRUAGHIN
Darokin
B2
Cruth Mts.
Threshold
B1
Wereskalot
CLANS
Malpheggi Swamp
B3
Biazzan
Kelvin
Luln
GRAND DUCHY OF KARAMEIKOS
THE FIVE SHIRES
Specularum
Kerendas
Tel Akbir
Thyatis
KINGDOM OF IERENDI
X1
MINROTHAD GUILDS
EMPIRE OF THYATIS



3. MEN

#	Clear, Grassland	Woods	River	Hills	Desert	Settled	Ocean	Jungle	Swamp
1	Adventurer	Adventurer	Adventurer	Adventurers	Adventurers	Acolyte	Adventurer	Adventurer	Adventurer
2	Bandit	Bandit	Bandit	Bandit	Cleric	Adventurers	Buccaneer	Adventurer	Adventurer
3	Bandit	Bandit	Buccaneer	Berserker	Dervish	Bandit	Buccaneer	Bandit	Bandit
4	Berserker	Berserker	Buccaneer	Berserker	Dervish	Bandit	Merchant	Berserker	Bandit
5	Brigand	Brigand	Buccaneer	Brigand	Fighter	Cleric	Merchant	Brigand	Berserker
6	Cleric	Brigand	Brigand	Brigand	Magic-user	Fighter	Merchant	Brigand	Brigand
7	Fighter	Brigand	Cleric	Caveman	Merchant	Magic-user	Merchant	Brigand	Cleric
8	Magic-user	Cleric	Fighter	Caveman	Noble	Merchant	Merchant	Caveman	Fighter
9	Merchant	Fighter	Magic-user	Cleric	Nomad	Noble	Pirate	Cleric	Magic-user
10	Merchant	Magic-user	Merchant	Fighter	Nomad	NPC Party	Pirate	Fighter	Merchant
11	Noble	Merchant	Merchant	Magic-user	Nomad	Trader	Pirate	Magic-user	NPC Party
12	Nomad	NPC Party	NPC Party	Merchant	Nomad	Veteran	Pirate	Merchant	Trader

4. FLYERS

# Mountains	Desert	All Other	
1	Bee, Giant	Gargoyle	Bee, Giant
2	Gargoyle	Gargoyle	Cockatrice
3	Griffon	Griffon	Gargoyle
4	Harpy	Harpy	Griffon
5	Hippogriff	Insect Swarm	Hippogriff
6	Insect Swarm	Lizard, Draco	Lizard, Draco
7	Manticore	Manticore	Pegasus
8	Pegasus	Manticore	Pixie
9	Robber Fly	Manticore	Robber Fly
10	Roc, Small	Roc, Small	Roc, Small
11	Roc, Large	Roc, Large	Sprite
12	Roc, Giant	Roc, Giant	Stirge

5. SWIMMERS

#	River/Lake	Ocean	Swamp
1	Crab, Giant	Giant, Storm	Crab, Giant
2	Crocodile	Hydra, Sea	Crocodile
3	Crocodile, Lrg	Hydra, Sea	Crocodile
4	Fish, Gt Bass	Hydra, Sea	Crocodile, Large
5	Fish, Sturgeon	Merman	Crocodile, Large
6	Leech, Giant	Merman	Fish, Gt Rock
7	Leech, Giant	Snake, Sea	Leech, Giant
8	Lizard Man	Snake, Sea	Leech, Giant
9	Lizard Man	Snake, Sea	Lizard Man
10	Merman	Termite, Water	Lizard Man
11	Nixie	Termite, Water	Termite, Water
12	Termite, Water	Termite, Water	Termite, Water

#	6. DRAGONS*	#	7. INSECTS	#	8. UNDEAD	#	9. UNUSUAL
1	Chimera	1	Ant, Giant	1	Ghoul	1	Basilisk
2	Dragon, Black	2	Bee, Giant	2	Ghoul	2	Blink Dog
3	Dragon, Blue	3	Beetle, Fire	3	Ghoul	3	Centaur
4	Dragon, Gold	4	Beetle, Oil	4	Mummy	4	Displacer Beast
5	Dragon, Green	5	Beetle, Tiger	5	Skeleton	5	Gorgon
6	Dragon, Red	6	Insect Swarm	6	Skeleton	6	Lycanthrope, Werebear
7	Dragon, White	7	Rhagodessa	7	Spectre	7	Lycanthrope, Wereboar
8	Hydra	8	Robber Fly	8	Wight	8	Lycanthrope, Wererat
9	Hydra	9	Scorpion, Giant	9	Wraith	9	Lycanthrope, Weretiger
10	Wyvern	10	Spider, Black Widow	10	Vampire	10	Lycanthrope, Werewolf
11	Salamander, Flame	11	Spider, Crab	11	Zombie	11	Medusa
12	Salamander, Frost	12	Spider, Tarantella	12	Zombie	12	Treant

*At sea, roll

DUNGEON WANDERING MONSTERS

For dungeons, use the following charts. Be sure you understand how to use Wandering Monsters, as explained in the D&D Basic Set DM Rulebook. If the monster is described in that Set, a (B) appears before the Page Number.

DUNGEON LEVELS 4-5

Die Roll	Monster	Number Appearing	Page Number
1	Blink Dog	1-4	**46**
2	Bugbear	5-10	**B27**
3	Caecilia	1	**46**
4	Cockatrice	1-2	**47**
5	Displacer Beast	1	**48**
6	Gargoyle	2-5	**B30**
7	Giant, Hill	1	**50**
8	Harpy	2-5	**B31**
9	Hellhound (3-5 HD)	1-4	**51**
10	Hydra (5-headed)	1	**52**
11	Lycanthrope, Werewolf	1-4	**B33**
12	Medusa	1-2	**B34**
13	Mummy	1-3	**54**
14	NPC Party	1	**B35**
15	Ochre Jelly	1	**B35**
16	Rhagodessa	1-3	**55**
17	Rust Monster	1-2	**B36**
18	Scorpion, Giant	1-3	**55**
19	Troll	1-2	**56**
20	Wraith	1-2	**57**

DUNGEON LEVELS 6-7

Die Roll	Monster	Number Appearing	Page Number
1	Basilisk	1-3	**46**
2	Caecilia	1-4	**47**
3	Cockatrice	1-3	**46**
4	Giant, Hill	1-2	**50**
5	Giant, Stone	1-2	**50**
6	Hellhound (5-7 HD)	1-4	**51**
7	Hydra (6-8 heads)	1	**52**
8	Lycanthrope*	1-3	**B33**
9	Manticore	1	**52**
10	Minotaur	1-4	**B34**
11	Mummy	1-4	**54**
12	NPC Party	1	**B35**
13	Ochre Jelly	1	**B35**
14	Ogre	2-8	**B35**
15	Rust Monster	2-4	**B36**
16	Spectre	1-3	**56**
17	Spider, Tarantella	1-3	**B38**
18	Salamander, Flame	1-2	**55**
19	Troll	2-5	**56**
20	Vampire	1	**57**

*Either weretiger or werebear

DUNGEON LEVELS 8-10

Die Roll	Monster	Number Appearing	Page Number
1	Basilisk	1-6	**46**
2	Black Pudding	1	**46**
3	Chimera	1	**47**
4	Devil Swine	1-2	**48**
5	Dragon	1-2	**B28**
6-7	Giant (Any*)	1-6	**50**
8	Golem (Any*)	1	**50**
9	Hydra (7-12 heads)	1	**52**
10	Living Statue (Any*)	2-5	**B32**
11-12	Lycanthrope (Any*)	3-8	**B33**
13	NPC Party	1	**B35**
14	Purple Worm	1	**55**
15	Rust Monster	2-5	**B36**
16	Salamander (Any*)	1-4	**55**
17	Snake (Any*)	2-5	**B37**
18	Spectre	1-3	**56**
19	Spider (Any*)	2-5	**B38**
20	Vampire	1-2	**57**

*Any: select one type, and modify the Number Appearing for the level of monster.

Magical Treasures

SUBTABLES (a-h)

a. Swords

d%	Type of Sword
01-40	Sword +1 (B)
41-46	Sword +1, +2 vs. lycanthropes (B)
47-52	Sword +1, +2 vs. spell users (B)
53-57	Sword +1, +3 vs. undead (B)
58-62	Sword +1, +3 vs. dragons (B)
63-67	Sword +1, +3 vs. regenerating monsters
68-72	Sword +1, +3 vs. enchanted monsters
73-77	Sword +1, *light* spell 1/day (B)
78-82	Sword +1, *cure light wounds* 1/day (B)
83-86	Sword +1, *locate objects*
87-90	Sword +1, flames on command
91	Sword +1, energy drains
92	Sword +1, *wishes*
93-96	Sword +2 (B)
97-98	Sword +2, *charm person*
99-00	Sword +3

b. Other Weapons

d%	Type of Weapon
01-08	Arrows +1 (2-12) (B)
09-12	Arrows +1 (3-30) (B)
13-14	Arrows +2 (1-6)
15-23	Axe +1 (B)
24-26	Axe +2
27-28	Bow +1
29-36	Dagger +1 (B)
37-40	Dagger +1, +3 vs. goblins, kobolds, and orcs
41-42	Dagger +2 (B)
43-50	Mace +1 (B)
51-54	Mace +2
55-56	Mace +3
57-64	Quarrels +1 (2-12) (B)
65-68	Quarrels +1 (3-30) (B)
69-70	Quarrels +2 (1-6)
71-74	Sling +1 (B)
75-82	Spear +1
83-86	Spear +2
87	Spear +3
88-95	War Hammer +1 (B)
96-99	War Hammer +2
00	War Hammer +3, boomerang

c. Armor and Shields

d%	Type of Armor or Shield
01-09	Leather Armor +1
10-13	Leather Armor +2
14	Leather Armor +3
15-30	Chain Mail Armor +1
31-36	Chain Mail Armor +2
37	Chain Mail Armor +3
38-44	Plate Mail Armor +1
45-47	Plate Mail Armor +2
48	Plate Mail Armor +3
49-67	Shield +1
68-75	Shield +2
76	Shield +3
77-85	Chain Mail +1 and Shield +1
86-88	Chain Mail +1 and Shield +2
89	Chain Mail +1 and Shield +3
90	Chain Mail +2 and Shield +2
91	Chain Mail +2 and Shield +3
92-95	Plate Mail +1 and Shield +1
96-97	Plate Mail +1 and Shield +2
98	Plate Mail +1 and Shield +3
99	Plate Mail +2 and Shield +2
00	Plate Mail +2 and Shield +3

MAGIC ITEMS TABLE #1

d%	Use Subtable:
01-20	a. Swords
21-35	b. Other weapons
36-45	c. Armor and Shields
46-70	d. Potions
71-80	e. Scrolls
81-85	f. Rings
86-90	g. Wands, Staves, and Rods
91-00	h. Miscellaneous Magic

f. Rings

d%	Type of Ring
01-08	Animal Control (B)
09-17	Delusion
18-19	Djinni Summoning
20-32	Fire Resistance (B)
33-34	Human Control
35-42	Invisibility (B)
43-46	Plant Control
47-59	Protection +1 (B)
60-64	Protection +1, 5′ radius
65	Regeneration
66-67	Spell Storing
68-72	Spell Turning
73	Telekinesis
74-82	Water Walking (B)
83-91	Weakness (B)
92-95	Wishes (1-2)
96-97	Wishes (1-3)
98	Wishes (2-4)
99-00	X-Ray Vision

h. Miscellaneous Magic Items

d%	Type of Miscellaneous Item
01-03	Amulet vs. Crystal Ball and ESP
04-07	Bag of Devouring (B)
08-15	Bag of Holding (B)
16-20	Boots of Levitation
21-25	Boots of Speed
26-30	Boots of Traveling and Leaping
31	Bowl of Commanding Water Elementals
32	Brazier of Commanding Fire Elementals
33-37	Broom of Flying
38	Censor of Controlling Air Elementals
39-43	Crystal Ball (m) (B)
44-45	Crystal Ball with Clairaudience (m)
46	Crystal Ball with ESP (m)
47-48	Displacer Cloak
49	Drums of Panic
50	Efreeti Bottle
51-55	Elven Cloak (B)
56-60	Elven Boots (B)
61	Flying Carpet
62-66	Gauntlets of Ogre Power (B)
67-68	Girdle of Giant Strength
69-72	Helm of Alignment Changing (B)
73-77	Helm of Reading
78-79	Helm of Telepathy (B)
80	Helm of Teleportation (m)
81	Horn of Blasting
82-87	Medallion of ESP 30′ (B)
88-90	Medallion of ESP 90′
91	Mirror of Life Trapping
92-97	Rope of Climbing (B)
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

d. Potions

d%	Type of Potion
01-02	Animal Control
03-04	Clairaudience
05-06	Clairvoyance
07-10	Diminution (B)
11-14	Delusion
15-16	Dragon Control
17-20	ESP (B)
21-25	Fire Resistance
26-30	Flying
31-35	Gaseous Form (B)
36-37	Giant Control
38-42	Giant Strength
43-46	Growth (B)
47-56	Healing (B)
57-61	Heroism
62-63	Human Control
64-67	Invisibility (B)
68-71	Invulnerability
72-75	Levitation (B)
76-79	Longevity
80-81	Plant Control
82-83	Poison (B)
84-88	Polymorph Self
89-96	Speed
97-98	Treasure Finding
99-00	Undead Control

e. Scrolls

d%	Type of Scroll
01-10	Curse (occurs when read) (B)
11-23	Scroll of 1 Spell (B)
24-33	Scroll of 2 Spells (B)
34-40	Scroll of 3 Spells (B)
41-44	Scroll of 5 Spells
45	Scroll of 7 Spells
46-55	Protection from Elementals
56-65	Protection from Lycanthropes (B)
66-70	Protection from Magic
71-80	Protection from Undead (B)
81-90	Treasure Map to Normal Treasure (B)
91-96	Treasure Map to Magical Treasure (B)
97-99	Treasure Map to Combined Treasure
00	Treasure Map to Special Treasure

g. Wands/Staves/Rods

d%	Type of Wand/Staff/Rod
01-08	Rod of Cancellation (B)
09-11	Staff of Commanding (s)
12-21	Staff of Healing (c) (B)
22-23	Staff of Power (m)
24-28	Snake Staff (c) (B)
29-32	Staff of Striking (s)
33-34	Staff of Withering (c)
35	Staff of Wizardry (m)
36-40	Wand of Cold (m)
41-45	Wand of Enemy Detection (m) (B)
46-50	Wand of Fear (m)
51-55	Wand of Fire Balls (m)
56-60	Wand of Illusion (m)
61-65	Wand of Lightning Bolts (m)
66-70	Wand of Magic Detection (m) (B)
71-75	Wand of Metal Detection (m)
76-80	Wand of Negation (m)
81-85	Wand of Paralyzation (m) (B)
86-90	Wand of Polymorph (m)
91-95	Wand of Secret Door Detection (m)
96-00	Wand of Trap Detection (m)

Alchemist
Animal Trainer
Apothecary
Armorer/Armory
Artist/Sculptor
Astrologer
Astronomer
Baker/Bakery
Bank
Barber
Bartender
Basketweaver
Bazaar
Beekeeper
Beggar
Blacksmith
Boardinghouse
Boat Rental
Bonecarver
Bootmaker
Bowyer
Brewery
Broommaker
Brothel
Butcher
Candlemaker
Caravan Guild
Carpenter
Chandler
Chef
Character Type
Charcoalmaker
Chemist
Church
Constable
Construction Co.
Cooper
Craft Guilds
Dairy
Dance Hall
Diver
Dock/Wharf
Doctor/Dentist
Entertainer
Farm
Ferry
Fisherman
Foundry
Fletcher
Freight Co.
Furnituremaker
Furrier
Gambler
Gemcutter
Gentleman/Lady
Glassblower
Govt. Official
Graveyard
Guard
Guild Officer
Harlot
Healer
Herbalist
Homes, Private
Hunter
Huts
Inn/Innkeeper
Jail
Jeweler
Judge
Laborer
Land Office
Lawyer
Leatherworker
Locksmith
Logger
Lumberyard
Kennel
M-U Guild
Marketplace
Mason
Mercenary
Merchant Guild
Metalsmith
Military
Mill
Millinery
Monastery
Moneylender
Noble
Outhouses
Peasant
Peddler
Politician
Potter
Public Baths
Ropemaker
Royalty
Sage
Sailor
Saloon
Schoolhouse
Scribe
Servant, Hired
Servant, Indentured
Shipwright
Shoemaker
Slave
Smuggler
Soapmaker
Springhouses
Spy
Stables
Stoneworker
Tailor
Tanner
Tavern
Taxidermist
Tax Assessor
Thatcher
Thieves' Guild
Town Drunk
Town Hall
Town Pump
Trading Post
Treasury
Undertaker
Vagrant
Vigilante
Warehouses
Watchman
Watering Hole
Weaver
Wells
Wheelwright
Winemaker
Woodcarver
Woodcutter

The purpose of a town is safety. If the town lies near dangerous wilderness, it might have a defensive wall which stands 10'-30' high and with at least two gates. The wall could be a simple log barrier, dirt rampart or could be more elaborate, with walkways and possibly siege equipment (catapults, oil cauldrons, etc.) atop it. Each gateway should be enclosed by a tower of some kind, often made of stone. Or it may be circled by a moat or ditch with drawbridges.

Each town may have one or more of each of the following types of buildings, areas, and persons (depending on the town's size, location, degree of civilization, method of government, and so forth): *

Farmers bring their goods into town early each morning, and usually have regular customers in the Market Square section of town. Shortly after dawn, local housewives (and others) come to the Market Square to buy the day's supplies. For the medieval townswomen, this was a high point of the day!

The town may have various shops, and possibly a general store, where most items could be purchased. If the town is large or on a trade route, there may be a Trade Bazaar. This is a collection of various merchants and craftsmen, selling their wares from stands or small shops along one or more streets in one part of town. The bazaar can be a noisy, chaotic, colorful place, dangerous to the unwary rich visitor; the thieves are plentiful, both in the crowds and across the counters!

The Craft Guilds provide a method of preserving information. Their secrets are carefully guarded, and not for sale. There are Guilds both for crafts (such as rope and candle making) and professions (Magic-user, Thief, etc.). Every character is trained by a Guild member, who usually does not go adventuring. Only the PCs dare to face the dangers of dungeons on a regular basis; most townsfolk prefer the quiet (and probably longer) life.

A town prospers by trading with other towns. Merchant parties of 2-100 wagons would travel the inhabited areas (rarely risking unexplored wilderness), carrying certain items to places where they may be sold for a profit. Most trade routes quickly become complex businesses with regular schedules.

Adventurers bring cash into towns, far more than even well-to-do townsfolk would normally have. Any visitor with sacks of gold or gems would be closely watched by thieves and rogues lurking in shadowy alleys. Thus, it is wise for adventurers to visit the town treasury immediately upon arriving, lest their fortunes disappear into the coffers of the Thieves' Guild. The treasury probably taxes all such arrivals, for 10% of the total value. The coins themselves are not simple lumps of metal, but neither are they as finely detailed as our modern coins. Coinsmiths would work for the area's ruler, under heavy guard (and probably under the watchful eye of a high level magic-user).

Thus, a medieval fantasy world is no less complex and detailed than our modern world. Each person lives his own life, has hopes and dreams, and does what is necessary to survive. Most people contribute, in one way or another, to the survival of their community. The DM should avoid neglecting the "background" details; although the player characters are the most important to the game, they are actually very small parts of the world in which they live.

Part 2: Sample Wilderness and Home Town

Map #1 shows a section of the Grand Duchy of Karameikos, at the scale of 6 miles per hex. The Duchy is a large tract of wilderness and unsettled land claimed by Duke Stefan Karameikos the Third. Although he claims control of a large area, large portions of the land are held by humanoids and monsters. The two main settled areas are the coast near the main city of Specularum and the Black Eagle Barony on the Gulf of Halag.

The weather throughout the area is usually temperate and mild, with short winters of little or no snowfall and long summers. Rainfall is ample but not heavy, and easterly winds blow cool breezes from over the sea.

The mountain range at the north edge of the Duchy is known by different names to the peoples of the territory: the Black Peaks, the Cruth Mountains, or The Steach.

Large sections of the Duchy are filled with dense forest. Humans maintain lumbering operations near the edges of the forests, but are loath to venture too deeply without good cause. This hardwood and softwood is a prime resource of the area, either for shipbuilding in the port of Specularum, or for export.

Human Lands

Specularum: Originally a trading port founded when this area was first explored, Specularum has become the major city of the Duchy. Approximately 5,000 people live in or very near to the city. The Duke keeps a standing force of 500 troops and may raise an army of 4,000 from the nearby countryside in times of war. A small fleet of warships is kept in the harbor.

The city is famous for its excellent harbor and shipyards. Walled on the landward side, the city is also protected by 2 breakwaters that extend into the harbor, restricting passage to a narrow entrance. The Duke's castle stands by the harbor, providing ample defense.

Black Eagle Barony: This area of the Duchy has been given to Baron Ludwig "Black Eagle" von Hendriks. The central town is Fort Doom, a forbidding structure whose dungeons are rumored to be filled with those who have displeased the Baron, an extremely cruel and unpopular man. The Baron may have connections with evil slavers and mercenaries. He keeps a garrison of 200 troops, using them freely to stifle dissent and crush attackers.

Luln: This village is populated by those who have fled the Black Eagle Barony, merchants who have come to trade with the Baron, and some non-humans who have left the wilderness. Luln is near to the Haunted Keep of the Koriszegy family and the surrounding land. This town of 500 is rather lawless and poorly defended, relying on the good will and forces of both the Baron and the Duke for its defense.

Threshold: This, the Home Town of most PCs, is a thriving frontier village of 400 permanent residents plus over 100 other regular visitors. The main business of Threshold is to supply timber to the Capital. **Map #2** shows the layout of the town itself.

Non-Human Lands

Gnomes: These folk live in the hills about 25 miles east of Threshold. They are a quiet and solitary group, and make little effort to contact the outside world — but will deal with visiting traders. There are 620 gnomes in the area, divided between a large lair of 250 and several smaller outposts of no more than 100 each. A council of elders chosen by the gnomes, 1 from each outpost and 3 from the main lair, guides the community in most decisions. This council will act as judges, handle trade, and distribute any money for the defense of the various outposts. However, any important decisions are decided by a general vote of the population.

The gnomes are excellent craftsmen, especially skilled in wood and metal. Their wares bring good prices in human lands. Trade is difficult, not only because of the reluctance of the gnomes to deal, but also because the goblins (of the forest) and the gnomes are involved in frequent skirmishes. Nevertheless, the Duke's Elvenguard pays regular visits to the gnomes, picking up finished metals for the coining operations.

Monsters: Several monster names are noted on the map. These creatures probably have lairs in those areas. However, the notes are based on vague reports from adventurers, might not be accurate, and are certainly not complete.

Threshold

The characters' Home Town is on the edge of a small lake about 90 miles north of Specularum.

The Town and the Campaign

Many years ago, the Archduke had some problems with the security of the Ducal mint. He found a few good coinsmiths and placed them in a few small towns of the realm, keeping the whole business highly secret.

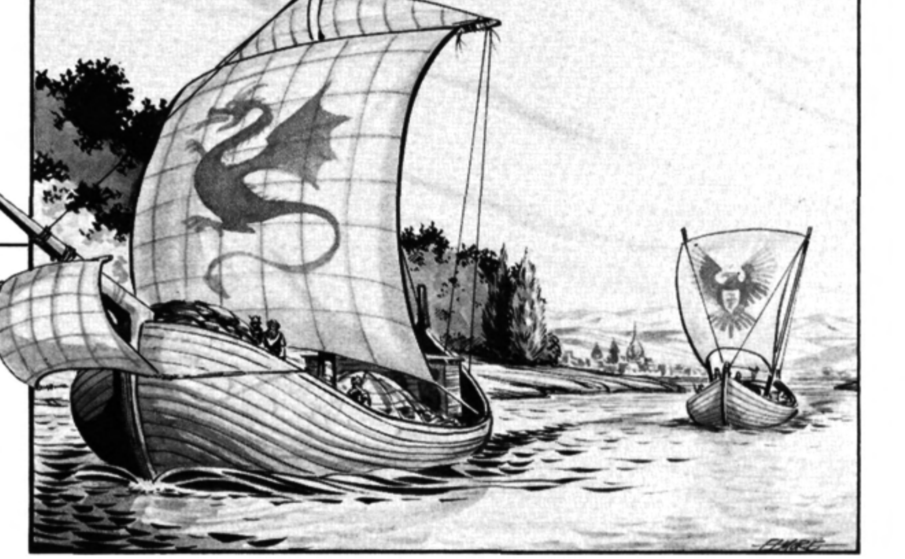
This small lake town is one such place. It is ruled by the Patriarch Sherlane, who has a lakeside castle (called Tarnskeep) just north of town. The village includes about 500 humans, 50 demi-humans, and many occasional visitors, mostly human furriers and woodsmen. It is illegal to cast spells in town. Only personal weapons (dagger, sword, staff) may be carried; other weapons may be left at the Town Hall, at no charge. Guardsmen and townsfolk all help to enforce these laws.

The Duke's Galley and Elvenguard come once each month, dropping off supplies and picking up taxes, furs, and other items (see Commerce, below). A passenger boat comes once a week. The lake dam prevents boats from going upriver from the town.

Unbeknownst to all, a ducal coinsmith secretly operates in the basement of the Patriarch's castle. In the dark of night, the Elvenguard lowers crates of finely finished metal (from the gnome mines) into the lake water, mounted on small wagons. With the aid of magic, the elves take the ore through a secret passage in the lake dam to an underwater entrance to the Patriarch's castle, and return in the same manner with freshly minted coins.

Baron von Hendricks suspects Threshold of housing such a mint, and is gathering more information through his network of spies and agents (such as Bargle the Infamous). Bargle has taken control of the ruins north of town as a temporary base.

Commerce: Trade boats bring supplies and provide rides to the Capital once a week. Merchant parties also visit, but rarely. The following items are shipped by boat from Threshold to Specularum: Armor (leather and shields only); Craft products (pottery, baskets, wooden items, etc.); Food (grains, fruits, etc.); Furs; Herbs, including wolfsbane; Honey and Wax; Ice from the mountains; Magic items and Monster parts found by adventurers; Ores (a small local business); and crude weapons.



The following items are shipped by boat from Specularum to Threshold: Trained animals (including all warhorses); Armor and weapons; Exotic cloths (silk, velvet, etc.): from city trade; Exotic trinkets (imported from other countries); Foods (such as seafish); Glassware; Medicines; various Metal goods (lock mechanisms, pots & pans, spoons, hardware, etc.); Metals not found locally (tin, copper, etc.); News; Oil (whale, olive, and others); Parchments and inks; Potions (though rarely); Salt (bagged or in blocks); Spices; Steel Tools; Wine and Ale; and visitors, traveling entertainers, and occasional government officials.

Since the items in the second list must be shipped up-river from the Capital, the prices are higher than those listed on the equipment list which *do* apply when shopping in Specularum. For shopping in Threshold, the cost of "imported" items should be raised by 50-100% (DM's choice). All boats and ships (except rafts) must be ordered from Specularum, and are not available in Threshold.

Travel from Threshold

Characters who wish to travel on foot may take any route, but it is safest and fastest to follow a trail. One trail follows the river, leading southeast to Kelven. The trade route between Specularum and Selenica passes through Kelven; the well-worn riverside trail leads south (through Krakatos) and north (to the small mountain outpost of Highdell, at the river's beginnings).

A rarely followed trail leads east from town, winding into the hills (leading to the gnomish mines). No trails lead north or west.

Those who wish to ride the weekly trade ship to Kelven (a 2-day ride) may purchase their tickets at Tarnskeep (20 sp per person). From there, a daily boat goes to Krakatos (a 2-day trip, 10 sp/person), and continues to the Capital (a 1-day trip, for 3 sp/person). Traffic between Krakatos and Specularum is heavy, and a regular passenger boat leaves twice daily. On all ships, any animal counts as 2 men, and a wagon as 5.

Those in a hurry may wish to consider Cardia's Carpet Service. She is a well-known elf with a flying carpet (heavily armed, and rumored to contain *pockets of holding*). She can take up to 2 passengers, but reservations are required. The cost is 2 gp/person/mile for 2 passengers, or 5 gp/mile for one. The journey from Threshold to Specularum can be flown in one day. She also makes regular trips to Kelven, Selenica, and even Kerendas, but rarely stops at Krakatos and never goes to Luln or Fort Doom. (Cardia knows the routes and danger spots well, averaging 90 miles/day with one rider, 50 miles/day with two. She is well-armed with wands and spells, and is very hard to catch. She may be hired per day for a flat fee of 500 gp. Any character with a carpet may set up a competing business, but runs severe risks from monsters and hijackers.)

Adventures

As Dungeon Master, you may develop the town further than the "bare bones" given here. But avoid needless detail; add just enough to add flavor to the game. You need not describe everyone in town; general notes on those often encountered (depending on the actions of the characters) will be enough.

The approximate locations of each of the "B" and "X" modules are given on the large-scale map. You may change these if desired, but try to place them where they might logically occur. Each module adventure includes some legends, rumors, and other details you may use to combine them smoothly with your campaign.

The following additional ideas may be developed into adventures, all starting in Threshold, for few or many characters. Many other plots are possible; these are only beginnings. All of these notes are for the DM only, and should not be revealed to players.

Adventures for 1-3 characters

Damsel in Distress: The characters are approached by a tearful young lady with a problem. She's worried about her boyfriend; he broke their engagement, and is acting strangely and abruptly disinterested. Unbeknownst to all, he has been slain and replaced by a doppleganger. Two more of the monsters are hiding in his family's barn, waiting to replace the rest of his family. A mystery to be solved by character levels 2-5.

The Old Mill: The owner of a warehouse on the island complains of an infestation of bugs, even including an occasional giant centipede. He believes them to be coming from the ruins of the old mill nearby. All these old buildings are stonework, and not easily "burned out" to clear the pests. He wants to hire one or two adventurous types to clean out the ruin, which could contain anything (centipedes, spiders, carrion crawler, etc.). This adventure may be designed for any level of characters, and may lead to an old dungeon below.

The Attic: An elderly widow thinks that something is in her attic, and she's afraid to look. Everyone says she's crazy, but she offers half of her life savings — 2,000 cp — for someone to investigate. The attic may contain up to 36 stirges (or some other monster pest, plus the body of a thief (and his treasure) who once tried to sneak in to steal her money. For characters of levels 1-5.

Riverside Tragedy: A local lad disappears; his parents say he went down to the river to go fishing. This may be designed for any level of characters, as snakes, leeches, and other creatures could lurk in the marshy riverbank south of town.

Rafting: The biggest business in town is lumber. A logging camp in the mountains dumps the cut trees into a river, which flows down a waterfall and into the lake. The town crew gathers and trims the trees, then bundles and tethers them along the riverside. Adventurers are needed to ride the rafts down-river, guiding them past snags and dangers (possibly including river pirates!) to either Krakatos or Specularum. The characters not only get a free ride to the Capital, but get paid for it — if they're willing to risk the dangers.

The Gardener: The adventurers find that the herb wolfsbane can only be bought from a local halfling gardener. This individual raises various plants for the herbalist in town, but keeps an eye on adventurers by selling the wolfsbane himself. He is 5th level, and interested in adventuring if guaranteed a certain amount of treasure.

Adventures for Parties (of any levels)

Scavengers: Local cattle are missing. The investigation shows that they only vanish around the time of the full moon — and everyone suspects were-creatures. Adventurers are needed to capture, *not kill,* the monsters, as they may be townspeople! The party must bring them all to the Patriarch, who will cure them of their disease. Handsome rewards are offered, but any monsters slain must be raised (by the Patriarch), using part of the reward. One or two of the people are later found not to be local folk, but chaotics from Black Eagle Barony.

The Gambler: The fat, successful gambler is everyone's friend, collecting free food, lodging, and other expenses. He buys land with his winnings, and the Patriarch is worried the gambler may eventually buy most of the town! The gambler is a devil swine with a ring of telekinesis (which explains his "luck" with dice). His many *charmed* victims prevent a simple solution to the problem; the characters could get into big trouble if they're not careful. The gambler likes to wander in hog form at night. If captured and held in that form, he can be forced to turn back to human form in front of a Town Meeting — destroying his reputation so the Patriarch can safely confiscate his lands and winnings (the characters' reward).

The Man Who Sings to Fish: One fisherman uses no nets, but instead merely calls the fish to his boat! When talked with, he may be convinced to tell his tale. He was once an adventurer, and helped some lake creatures (nixies); in return, they taught him to "sing to fish." He may give directions to the far mountain lake where the nixies live, along with the proper words to indicate peace — otherwise, adventurers may be captured by the creatures! The nixies, in turn, are having some problems, and can use the party's help.

Gentle Giants: A mysterious huge bucket lies in the town park, but nobody seems to know what it's for. One day, a stone giant comes to town with his wife! (It's their drinking bucket.) None of the "old timers" are surprised; the giants used to visit regularly. They are hired to perform several heavy jobs (such as driving piles in the river). They mention some problems between their race and the hill giants, and would like some adventurers' help.

The Beggar: A well-known blind beggar plies his craft daily in the marketplace. But a note is delivered to the highest level PC in town, apparently from this beggar who wants to talk, secretly, in a fancy hotel room! The mystery unfolds as the beggar, now in fine clothing, explains that he is a gold dragon, living here in disguise and watching for successful adventurers. A dragon-related problem has arisen in a far place.

Homecoming: One of the local fishermen comes back to town at noon, carrying a body he pulled out of the lake. The body is that of his Uncle Joe — who died 3 months ago, and was properly buried in the graveyard (which is now empty). The logging business, the town's principal industry, is perfectly normal, but the owner, who runs the logging camp in the mountains, is a chaotic cleric. He keeps costs down by using zombies — all the town's deceased residents! — to cut the trees. His camp includes fighter guards and many skeletons and zombies, plus treasures found and jewelry dug up while "recruiting."

Worms: While some adventurers are together for lunch, there is a sudden rumbling sound. A purple worm comes up just outside; the characters must come to the aid of the town, probably while wearing only light clothes (a dangerous task). After the monster is killed, a hole remains; it leads down into a maze of worm tunnels, possibly occupied by more purple worms, caeciliae, and lairs. (The characters may equip themselves properly before exploring, of course.)

Blackstone Heath: In an overgrown field south of town, a new building has been constructed of black stone. Guards at the entrance suggest that information is available at the Town Hall. The local officials smile proudly and explain that it's the new garbage dump, soon to be opened to the public, and licensed to the head of the Magic-User's Guild (the person who trains all magic-user characters)! That gentleman, when found, explains that he *charmed* a black pudding on his last adventure, and has donated the creature to the town. The building contains only a large deep pit, with the well-fed pudding in the bottom. The magic-user might sell directions to the dungeon where it was found (thus introducing a new dungeon setting to the characters). Or perhaps the valuable pudding could escape, creating an interesting challenge: how do you "catch" a pudding?

Extortion: After the Thieves' Guild gets a new Guildmaster, several local businessmen start complaining (softly and unofficially) about a new scheme being run by the Thieves' Guild. Each of them must pay a monthly fee, or be harassed. The Guild claims it to be an independent operation; the new Guildmaster cannot be found to verify or deny the claims. This shadowy individual appeared masked at the last Guild meeting. She's actually one of the local business owners, and is merely keeping her identity secret while setting up this new racket. The challenge — find who the Guildmistress really is (unknown even to the Patriarch), and shut down this evil scheme.

Whirlwind: A strange magical cyclone comes to town one windy day; all attempts to stop it have failed. It comes whistling into the Town Park, and forms — a djinni! The friendly creature ignores the townsfolk until he has greeted his old friends, a treant living in the park (who has been slumbering for years) and a water elemental in the fountain (another surprise). He then explains about trouble with a renegade efreeti released from its bottle by an unwary mountain trapper, and wants help from some adventurers.

The Museum: Young Ian, son of the local blacksmith, is also a taxidermist, and buys monster heads and parts to preserve them for his collection. He opens his museum, and one strange-looking head draws the attention of the characters visiting the place. For a fee, he will check his records to see who brought it in, and from where. With this logical method, you can introduce a newly created monster along with clues to its location. And everyone comes to know that many interesting bits of information can be found at the Museum of the Smith's son, Ian.

The Black Woods: To the west of town, about five miles away, lies a dark and reportedly dangerous magical forest. In the center of it awaits Bargle's military force, over 100 fighters and their mounts, magically asleep and *massmorphed* into the form of the woods. If seriously disturbed, they may all wake and attack; otherwise, they await Bargle's command, and can wait for years if necessary.

Many different adventures are possible; a passing spell caster might *dispel* part of the woods, gaining a few confused but loyal troops, or the enchantment might wear off, suddenly revealing a hostile army at the edge of the unprepared town!

Part 3: Adventures in the Wilderness

Wilderness travel can actually be more dangerous for a low-level party than venturing into the first levels of a dungeon. Horrible monsters abound, and most humans (and humanoids) travel through uncivilized lands in large parties or armed caravans. The following sections explain the two major perils of wilderness travel: becoming lost and encountering monsters.

ORDER OF EVENTS
IN ONE GAME DAY

1. Daybreak: The party rises, studies spells (if applicable), and selects a direction of travel.
2. The DM checks to see if the party will become lost (1d6; explained on this page).
3. The DM rolls for Wandering Monsters for the day (1d6; see Encounters).
4. If monsters are not encountered during the day, the daylight period ends. Skip to #6 below.

   If monsters are encountered, the DM uses the "Order of Events in an Encounter" chart (Basic Set DM Rulebook, page 3). If the characters want to Evade or Pursue the encountered monsters, use the chances given on page 42.
5. After each encounter, the party may resume travel. If they are lost, the DM may recheck the direction of travel.
6. Nightfall; the party finds a place to stop and rest. If outdoors, they may "set watches" (deciding which characters will stay awake while the others sleep, usually alternating through the night).
7. The DM checks for Wandering Monsters (1d6 or another roll; usually ½ normal chances unless characters are noisy or show bright lights). If an encounter is indicated, the DM finds the watch in which it occurs. Only characters "on watch" will be fully armored; others will be sleeping in normal clothes or leather armor at best.

   If an encounter occurs, the DM uses the "Order of Events" chart as in #4, above.
8. Daybreak: return to #1, above.

Wilderness Travel

Be sure to read the player information on wilderness travel, given on pages 20-21.

Movement Rates

A party moves at the rate of its slowest member. The movement rate per turn, divided by five, gives the number of miles per day that can be covered. However, the party may slow to **forage** or **hunt** (see page 21). Encounters may also delay them, but normally only 5% at most.

Terrain is the general term for the type of land through which the party is traveling. The terrain has a strong influence on the distance traveled. The table below gives the change in movement for different types of terrain.

Terrain	Movement is . . .
On a good road	3/2 Normal
Clear, city, trail, grasslands	Normal
Forest, hills, desert, broken	2/3 Normal
Mountain, jungle, swamp	1/2 Normal

A party can move through several types of terrain as long as it has enough movement to do so. All movement should be rounded to the nearest mile. *For example*, an encumbered party with a daily move of 12 miles starts in clear terrain. They move 3 miles to a road (cost: 3 miles), travel 9 miles on the road (cost: 6 miles) and move 1½ miles into the mountains (cost: 3 miles) before camping for the night (total cost: 3 + 6 + 3 = 12 miles).

Lost

When traveling, a party can become lost. A party following a road, trail, or river, or led by a reliable guide will not become lost. Otherwise, check for each day's travel, rolling a six-sided die (1d6) before the party begins movement. Find the type of terrain on the list below, and if the result of the roll is given there, the party becomes lost.

Clear or Grasslands	1
Swamp, Jungle, or desert	1-3
All Other	1-2

If a party is lost, find their direction of travel (either by your choice or random roll). You *must* keep track of the party's actual position, as well as the direction the characters *think* they are going! *For example*, the caller of a lost party tells you that the party wants to travel north. However, you have secretly determined that the party will head northeast. If, after traveling in this direction for 6 miles, the group decides to turn northwest, they will actually be turning north.

Wilderness Encounters

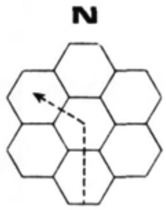
Encounters in the wilderness are handled much the same as those in a dungeon. The main differences are in encounter distance and evasion. The DM must also decide at what time during the day the encounter takes place, as this might indicate what type of terrain the party is moving through (and thus the type of monsters encountered). Most encounters occur either at mid-day or in the evening, after the party has set up camp. Keep track of light sources during night encounters!

Time and Scale: As in the D&D Basic rules, time during encounters is measured in rounds of 10 seconds each. Distances are measured in yards, rather than feet, but spell effects cover the same area.

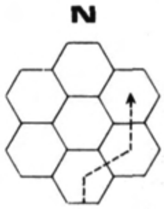
Encounter Distance: Encounters in the wilderness begin at much longer distances than in dungeons. The distance may depend on local terrain; a monster seen coming out of a ravine that is only 20 yards away is encountered at that distance. If uncertain how far away the monster is roll 4d6 and multiply the result by 10. This number, 40-240, is the distance in yards at which the monster is first encountered.

Surprise: This is handled the same as in the D&D Basic set, except that if either group is surprised, the encounter distance is 10-40 yards. If three or more creatures surprise a party, they may have moved into a circle around the party.

Evasion: Any group may always avoid an encounter if it surprises another group. Otherwise, use the Evasion Table below. Compare the size of the party to the number of creatures encountered. This gives the percentage chance the evasion will be successful. If a large party breaks up into small parties, roll for each small party separately. There is always at least a 5% chance of evasion unless surprised.



Planned Travel



Actual Travel

The DM may adjust evasion chances for terrain, differences in speed, and other factors as desired. For example, woods might add 25% to evasion chances and give a 10% chance for evasion even if a party is surprised. If one group can move at least twice as fast as the other, the faster group may increase (or decrease) the chances of evasion by 25% in its favor. If the pursuing group has sent out small groups of scouts, evasion is more difficult.

EVASION TABLE

	Party Size				Chance of
	1-4	5-12	13-24	25+	Evasion
Number Encountered				1-10	10%
			1-6	11-30	25%
		1-3	7-16	31+	35%
	1	4-8	17+	—	50%
	2-3	9+	—	—	70%
	4+	—	—	—	90%

Pursuit: If the party fails to evade, they must fight or move away in a random direction (no mapping). If the other group is faster, there is a 50% chance the party will be caught. If the party is not caught, they may try to evade again. Repeat the procedure until the party evades or is caught.

Chance of Encounter

The DM usually makes one encounter check for each game day. You may include planned encounters, or may make additional checks, to a maximum of 3 or 4 per day. The time of day may affect the encounter. If you wish to use random rolls for encounters, the chance of an encounter is determined by the terrain through which the characters are traveling.

CHANCE OF ENCOUNTER

Terrain	Chance (1d6)
City, Clear, Grasslands, or Inhabited	6
Woods, River, Hills, Barren Lands, Desert, Ocean*, Aerial**	5-6
Swamp, Jungle, Mountains	4-6

*Ocean: A roll of 6 indicates a normal ocean encounter. A roll of 5 indicates no encounter unless the ship lands at the end of the day; if so, a land encounter is used.

**Aerial encounters always use the Flyer table, regardless of terrain.

Types of Encounters

When an encounter is indicated, roll 1d8 and find the result on the General Types Tables in the center of this book, looking in the column for that terrain. For terrain types not listed, use the closest approximation. The result is the name of the *subtable* to use next; roll 1d12 to find the exact creature encountered.

The number of creatures encountered is left to your decision, but should always be a number that the party can deal with — though possibly only by negotiation or evasion!

Castle Encounters

When characters discover a castle, they will be unsure of the type of reception they will receive. If the DM has not planned the reaction of the inhabitants of a castle, the following table may be used. This reaction assumes that the party does nothing (either to arouse suspicion or inspire trust). Note that the men listed are only part of the castle owner's forces; the rest of the force should include other men, and might even include special monsters.

			Reaction (1d6):		
Owner	Level	Patrol	Pursue	Ignore	Friendly
Ftr	9-14	2-12 heavy horsemen	1-3	4-5	6
M-U	11-14	2-12 heavy footmen	1	2-5	6
Cl	7-14	2-12 medium horsemen	1-2	3-4	5-6

Pursue: The men will chase the party off the lord's land or charge the characters a toll. This sum may vary depending on the personality of the lord, how wealthy the characters look, and other things. Refusing to pay may result in being arrested, run off the land, or attacked.

Ignore: No attempt is made to aid or hinder the party.

Friendly: The castle owner invites the party to stay. (Not necessarily actual friendship; some NPCs may have evil intentions.)

Demi-humans will almost always avoid contact with strangers. The DM should detail any non-human strongholds so that definite reactions may be known.

Waterborne Adventures

The sea is an awesome place, the home of terrible monsters, the source of strange mists and unpredictable currents, and the scene of terrible storms that can smash the strongest ship to splinters. Perhaps the most deadly of the sea's hazards, however, is the lack of landmarks. Once out of sight of land, there is little to steer by. A small mistake in navigation or a sudden storm can drive a ship hopelessly off course until a familiar shore is sighted. Only the bravest and most hardy adventurers dare challenge the sea!

Movement on rivers and lakes is handled in a similar manner to sea travel. The DM may add restrictions of vessel size, slower speed because of winding rivers, and so forth, as the circumstances dictate. Current may increase (or decrease if heading upstream) distance traveled by 7-12 miles per day. Special hazards such as sand bars, rapids, waterfalls, and monsters can make river and lake travel almost as risky as ocean travel!

Transportation

In general, galleys are used for travel along the coast. River boats and rafts are used for travel on rivers and will almost surely be destroyed if they venture too far from shore. The average movement rates for different crafts are given below. If two rates are given, the first is for rowing and the second is for sailing. Rowing during an encounter is much faster than when used for long voyages.

Boat, River: Designed specially for river travel. Length 20'-30', beam (width) 10', draft (depth under water) 2'-3'. Capacity: 30,000 cn. Crew: 8 rowers. May be rowed or poled; may have wooden roof for protection from weather (1,000 gp extra).

Boat, Sailing: Single masted boat, designed for lake or coastal use. Length 15'-45', beam 5'-15', draft 3'-8'. Minimum crew is 1 sailor; Captain and crew may be hired. Capacity: 20,000 cn.

Canoe: Light wood frame with hides, canvas, or waterproof bark; designed for rivers and swamps. Length 15', beam 3', draft 1'. May be carried by two people; encumbrance 500 cn. Capacity 6000 cn.

Galley, Large: Designed for oceans and large lakes. Length 120'-150', beam 15'-20', draft 3'. Single mast with square sail. Standard crew is 180 rowers, 20 sailors, 50 marines, 1 captain. Capacity 40,000 cn plus crew. May have a Ram (⅓ additional cost) and 2 light catapults (bow and stern).

Galley, Small: Similar to large galley, built for coastal and lake use. Length 60'-100', beam 10'-15', draft 2'-3'. Standard crew is 60 rowers, 10 sailors, 20 marines, 1 captain. Capacity 20,000 cn plus crew. May have a Ram (⅓ extra cost) and 2 light catapults (bow and stern).

Galley, War: Large two-masted galley designed for combat; often a flagship. Length 120'-150', beam 20'-30', draft 4'-6'. Standard crew is 300 rowers, 30 sailors, 75 marines, 1 captain. Always has a Ram, and one deck above the rowers with two light wooden towers (bow and stern) each 10'-20' square, height 15'-20'. Capacity 60,000 cn plus crew. May have 3 light catapults.

Lifeboat, Ship's: Designed for survival, each has a collapsible mast and 1 week's Iron Rations for 10 included. Small ships usually carry 1-2 lifeboats, 3-4 on large ships; must be purchased separately. Encumbrance 5,000 cn (deducted from ship capacity). Length 20′, beam 4′-5′, draft 1′-2′. Capacity 15,000 cn.

Longship: Designed for river, ocean or coastal use. Length 60′-80′, beam 10′-15′, draft 2′-3′. Standard crew is 75 sailors (acting as rowers and marines), 1 captain. 60 rowers needed for full speed. Capacity 40,000 cn.

Raft: An awkward unmaneuverable floating platform or barge, moved by poles or natural current, often with a crude steering oar. May have raised edges, a tent or wood hut for shelter. Maximum size 30′ x 40′. Capacity 10,000 cn per 100 square feet. Often dismantled and sold for the value of the wood (¼ price) once the cargo reaches a downstream port. May be found as a ferry at a river crossing.

Characters can build their own rafts if wood is available, taking 1-3 days per 100 square feet (maximum size 600 square feet). Capacity 5,000 cn per 100 square feet.

Sailing Ship, Large: Three-masted ship with 1 or more decks. Bow and stern are raised "castles" for better field of fire. Length 100′-150′, beam 25′-30′, draft 10′-12′. Standard crew is 20 sailors, 1 captain. May have 2 light catapults. Capacity 300,000 cn plus crew.

Sailing Ship, Small: Very similar to Large, but with single mast. Length 60′-80′, beam 20′-30′, draft 5′-8′. Standard crew is 10 sailors, 1 captain. Capacity 100,000 cn plus crew.

Troop Transport: Identical to Large Sailing Ship, but designed to carry people. Capacity is double Large Sailing Ship, calculated for men and horses. Often has special modifications. *For example,* for horses, a hatch is cut into the side; horses are loaded, and the hatch is sealed for the voyage!

Hull Pts: A ship's ability to remain afloat after taking water or damage is measured by a number, called Hull points. Hull points for a ship are very similar to hit points for a character; when a ship reaches zero or less hull points, it will sink in 1-10 rounds. If a ship is reduced to zero or less hull points, it may no longer move under its own power nor attack with ship-mounted weapons (catapult, etc.), although the crew may use personal weapons normally.

Armor Class: This is used to determine chances of success for Ram and Catapult attacks.

Capacity: This is the maximum encumbrance capacity of the vessel, normally not counting the crew.

Ship Modifications:

Some ships can be modified for transport or combat, with the following costs:

Adding a Ram: A Large or Small Galley may add a ram for an additional ⅓ of the original ship's cost. A War Galley already has a ram included in the cost.

Troop Transport: A Large or Small Sailing Ship can be converted into a troop transport by paying an additional ⅓ of the original ship's cost. A Troop Transport has ⅓ more hull points than a normal sailing ship, and carries twice as many troops (marines) as the normal vessel.

Catapult: A longship, any type of galley, and either type of sailed warship may add one light catapult. Ordinary sailing ships, troop transports, and the smaller vessels not mentioned above cannot mount a catapult. A catapult and 20 rounds of shot weigh 10,000 coins.

Weather

A ship's movement rate given on the Water Movement Chart is for average sailing conditions. If the voyage is favored by steady winds and calm waters, the speed may be increased to as much as double the number given. If the seas are rough, or the vessel is becalmed, little or no progress might be made in a day! See the optional Water Movement Modification Table for more details.

If the optional movement chart is not used, the following simple rules should be applied: When sailing on seas or oceans, there is a chance that the weather will be unsuitable for travel. Roll 2d6 at the beginning of each day; a result of 2 indicates no wind, and a roll of 12 means gales or fierce storms.

No Wind: Sailing ships (vessels without rowers) may not move, and must spend the entire day in the same area (hex). Rowed ships are never stopped for lack of wind; they are unaffected by calm weather.

Gale or Storm: Results differ by the type of ship:

Sailed ship: May either sit (80% chance of sinking) or run before the wind. Movement rate is triple normal, but in a random direction. If no coastline is reached during (triple) one day's movement, the maneuver is successful and the ship is safe. If the ship reaches a coastline or other shore, there is a 75% chance that it will be broken up trying to beach, and a 25% chance of safely finding shelter.

Galley: Any vessel without sails has only a 20% chance of weathering a gale; failure results in the ship being swamped. If the galley is in sight of the coastline, check the coastal terrain. If it is clear terrain, the galley may beach before the storm hits. For all terrain, roll 1d6: a result of 1-2 indicates that a safe beach or cove has been found.

It is assumed that all characters know how to swim, unless some circumstance might prevent this knowledge from being acquired. Swimming movement is equal to one-half the distance that character may normally travel. Characters in any type of metal armor may easily drown.

WATER MOVEMENT CHART

	Movement Rate			Crew			Armor	
Vessel	**Miles/Day**	**Feet/Round**	**Rowers**	**Sailors**	**Mariners**	**Hull Pts**	**Class**	**Capacity (cn)**
Canoe	18	60	—	—	—	5-10	9	6,000
Galley, Lg	18/72	90/120	180	20	50	100-120	7	60,000
Galley, Sm	18/90	90/150	60	10	20	80-100	8	40,000
Galley, War	12/72	60/120	300	30	75	120-150	7	80,000
Lifeboat	18	30	—	—	—	10-20	9	15,000
Longship	18/90	90/150	—	75*	—	60-80	8	30,000
Raft	12	30	—	—	—	**5	9	100
Riverboat	36	60	8	2	—	20-40	8	40,000
Sail Boat	72	120	—	1	—	20-40	8	20,000
Sail Ship, Lg	72	120	—	20	50***	120-180	7	300,000
Sail Ship, Sm	90	150	—	10	25***	60-90	8	100,000

*Longship: Sailors also act as rowers and marines.

**Raft: Figures are for each 100 square feet (10′ x 10′ section).

***Sailing Ships: Marines for Warships only, at ⅓ added cost.

Optional WATER MOVEMENT MODIFICATION CHART

Roll 2d6 at the start of each day:

Roll	Effect
2	**Becalmed.** No movement except by oar. Oared movement reduced to ⅓ normal amount because of rower fatigue.
3	**Extreme light breeze** or beating before normal winds. Movement reduced to ⅓ normal.
4	**Light breeze** or quarter reaching before normal winds. Movement reduced to ⅓ normal.
5	**Moderate breeze** or broad reaching before normal winds. Movement reduced to ⅔ normal.
6-8	**Normal winds.** Normal movement.
9	**Strong breeze.** Movement is 4/3 normal (normal plus ⅓ extra).
10	**High winds.** Movement is 3/2 normal (normal plus ½ extra).
11	**Extreme high winds.** Double normal movement.*
12	**Gale.** Galleys have 80% chance of sinking. Triple normal movement in random direction. Roll 1d6: 1 = desired direction 2 = 60 degrees starboard 3 = 120 degrees starboard 4 = 180 degrees (reverse) 5 = 120 degrees port 6 = 60 degrees port See page 43 for details on running before a gale.

*May ship water (galley 20%, sail 10%). Shipping water reduces speed by ⅓ until docking and repair is possible.

Encounters at Sea

Visibility: On a clear day, land can be seen at a distance of 24 miles. This may be reduced for local conditions (night, fog, haze, storms, etc). Ships out of sight of land are lost unless a navigator is aboard. Approaching ships (pirates, for example) can be seen and identified at 300 yards on a clear day, or can come as close as 40 yards in a dense fog before being spotted. Monsters are encountered at normal distances (40-240 yards).

Surprise: Monsters surprise ships as normal. Ships never receive surprise unless a special condition exists (such as fog).

Evasion: Whenever an encounter at sea is indicated, either party may try to evade the other (whether ship or monster). The chance of success is based on the difference in movement rates. Roll separately for each ship or creature being pursued.

Difference In Speed (per round)	Chance Of Evasion
Pursued vessel is:	
faster than pursuer	80%
0'-30'/round slower	50%
31'-60'/round slower	40%
61'-90'/round slower	35%
91'-120'/round slower	25%
121' +/round slower	10%

If Evasion is successful, the attacker loses sight of the evader and cannot attack that day.

If the evasion is not successful, the pursuer starts at the visible distance (300 yards on a clear day) and closes. If the pursuer's speed is 0-30 greater than the evader (or actually slower), the rate of closing is 30' (10 yards) per round. If the difference is greater than 30'/round, the pursuer closes in at the normal movement rate.

Combat at Sea

Combat at sea is fought in combat rounds of 10 seconds each, with ramming taking place at the same time as missile fire. When ships touch, the crews often attempt to grapple and board.

It is helpful to have a sketch of the ships' deck plans during boarding actions. Unless noted otherwise, most giant sea creatures and certain magic attacks will inflict 1 point of hull damage for every 5 points of normal damage.

Catapults: A light catapult may be mounted on some ships. It can throw rocks or flaming pitch to 150-300 yard range, but not at any nearby target.

A light catapult needs a crew of 4 for maximum efficiency. When operated by 4 crewmen, it fires every fifth round. A crew of 3 slows it to once every 8 rounds; 2, slows it to once per 10 rounds. One person cannot operate a catapult.

It fires as a fighter level equal to the number of crewmen (e.g. 3 crewmen fire as a 3rd level fighter). Penalties may apply due to rough seas and other factors.

A rock thrown by a catapult has an area effect (10' x 10'), doing 3-18 points of hull damage. Flaming pitch will set the same size area afire, doing 1-6 points of hull damage per turn of burning. The flames will spread if not fought by several crew: 5 crew can put the fire out in 3 turns, 10 crew in 2 turns, or 15 crew in 1 turn. Pitch always burns at least 1 turn, regardless of the number of firefighters.

Rams: A large or small galley may be fitted with a ram on the bow. It is useful for striking large targets, such as other ships and giant sea creatures. Small targets are impossible to hit; they may outmaneuver the ramming vessel. A Hit roll is made (as if the ramming vessel were a 1st level fighter), and maybe modified for weather, maneuverability, and other factors. If the ram hits, find the damage (hull points for ships, hit points for creatures) on the following chart:

Ramming Vessel	Opponent	Damage
Small Galley	Ship	50-80
	Creature	3-24
Large Galley	Ship	60-110
	Creature	6-36

Repairs: Half the damage from any type of attack can be repaired if 5 or more crewmen are assigned to repair duty. The rate of repair is 1 point of hull damage per full turn of work. (Repairs at sea are makeshift; the remaining damage must be repaired at a port.)

Attempts to put out fires and repair hull damage occur *after* damage for the turn is scored. Repair and fire crews cannot perform any other tasks. Each 10% of hull damage reduces speed by 10%, until repaired in port. Each 10% loss of rowers reduces rowed speed by 10%.

Grappling and Boarding: If both ships' crews want to grapple, the attempt is automatic. If only one ship's crew wants to grapple, roll 1d6; a result of 1-2 indicates success. Grappling may be attempted every round that the ships are touching. After the ships are grappled, the boarding battle is fought just like any large hand-to-hand combat. Those boarding have a penalty of 2 on Armor Class and all Hit rolls during the boarding round. The battle continues until the crew of one ship surrenders or dies.

Monsters

This section adds to the monster list in the D&D Basic Set. The terms used in the monster descriptions are explained below; the abbreviations are used in this booklet and separately sold adventure modules.

Name: Names are for the DM's use; the players should only receive a description when a monster is encountered. An asterisk (*) after the monster's name means that normal weapons cannot harm the creature. These monsters should be used with caution.

Armor Class (AC) is a number used to measure the difficulty of hitting a creature in combat. The lower the number, the harder it is to hit the creature. AC is determined by a creature's speed and dexterity, plus armor worn (or the toughness of skin).

Hit Dice (HD) gives the number of 8-sided dice used to find any one monster's hit points. It may be followed by an adjustment (a plus or minus followed by another number). The adjustment is a number of hit points added to or subtracted from the total of the dice. If any asterisks appear after the Hit Dice, the monster has special abilities, and an Experience Point (XP) bonus applies when XP are awarded for defeating the monster.

Move (MV) gives two distances measured in feet. The first is the distance the monster may move in 1 turn (10 minutes) during normal travel. The second (in parentheses) is the distance the monster may move in 1 round (10 seconds) during an encounter. A special rate is also given for monsters that swim, fly, dig, or have webs.

Attacks (#AT) gives the type and number of attacks that a monster may make in one round of combat. Some monsters have the following Special Attacks:

Charm, Energy Drain, Paralysis, Blindness, and **Poison** are explained in the D&D Basic Dungeon Master's rulebook.

Charge: If a monster can run toward its opponent for 20 yards (20 feet indoors), it inflicts double damage if it hits. A charge *cannot* be made in certain types of terrain: broken, forest, jungle, mountain, or swamp. *Example:* Triceratops.

Continuous Damage: Some monsters hold on when they hit their victims. When this occurs, no further Hit rolls are needed; the victim takes a given amount of damage each round, usually until the monster is killed. *Example:* Leech.

Petrification: This is a dangerous ability of certain fantastic monsters. It may take place due to a gaze, breath, or normal hit in combat, as given in the monster description. The victim must make a Saving Throw vs. Turn to Stone. If the Saving Throw is failed, the victim turns into a stone statue. All equipment carried, whether normal or magical, turns to stone with the victim, becoming part of the statue and not easily removed. *Example:* Cockatrice.

Swallow: Some monsters are large enough to swallow a victim whole. This attack always succeeds if the Hit roll is 20, and might succeed with a lower number (given in the description). The swallowed victim takes a given amount of damage each round until the monster is killed. If the victim has an edged weapon, the monster may be attacked from inside, but with a −4 penalty on Hit rolls. The inside of any creature is AC 7 unless noted otherwise. Being swallowed often has effects other than damage (loss of consciousness, paralysis, etc.). If the victim dies, the body is completely digested in one hour (6 turns) and cannot be recovered. *Example:* Purple Worm.

Swoop: This is similar to a Charge, but applies to flying monsters. However, double damage is gained only if the monster Surprises its opponent. If the Hit roll is 18 or more and the monster has talons or some way to grab prey, the monster holds on and tries to fly away with its victim. If the victim is too heavy, the monster lets go immediately. A swoop cannot be used in dense forest or jungle cover. *Example:* Roc.

HD of Monster	Victim Size
3 HD	may lift a halfling*
6 HD	may lift a man
12 HD	may lift a horse
24 HD	may lift an elephant

*When mounted, a pegasus or hippogriff may carry a man in metal armor plus other gear.

Trample: Some monsters try to use their large size to crush their opponents. When trampling, a monster gains a +4 bonus to its Hit roll if the victim is man-sized or smaller. Some groups of animals, herds, may also trample, usually inflicting 1-20 points of damage through sheer numbers rather than large sizes. *Example:* Animal Herd.

Damage (D) gives the amount of damage a monster inflicts if its attack succeeds. For monsters with more than one attack, the damages are always given in the same order as the types of attacks. The DM may choose an exact damage within the range given, or dice may be rolled to determine damage randomly.

Number Appearing (NA) gives the number of monsters that could be encountered. Two numbers are always given; the first applies to dungeons, and the second applies to wilderness. If either number is zero, the monster is not normally found in that location. The DM should adjust the number according to the situation:

Dungeon: First, find the level of the dungeon upon which the encounter occurs. If the monster's level (Hit Dice) is equal to the level of the dungeon, use the given No. Appearing. If the monster's level is greater than the dungeon level, the No. Appearing should be reduced. If the monster's level is less than the dungeon level, the No. Appearing should be increased. If a dungeon lair is encountered, the No. Appearing may be up to 5 times the maximum given.

Wilderness: The second No. Appearing, in parentheses, is used for most encounters. If a lair is encountered, the No. Appearing may be up to 5 times the maximum given, depending on the terrain and other conditions.

In any monster lair (whether in a dungeon or wilderness), up to ½ of the total number present may be young, very old, or female creatures (sometimes with little or no combat ability). In addition, several adults may be temporarily absent (hunting, scouting, etc.), depending on the season, time of day, and other conditions.

Save As (Save) gives the character class and level at which the monster makes Saving Throws. Refer to the applicable Character Class description to find the exact number. Unintelligent monsters usually "save" as Fighters of half their monster level. Some monsters may have special adjustments to some Saving Throws, given in the descriptions.

Morale (ML) is a measure of the monster's courage in combat. When a Morale Check is needed (see D&D Basic DM Rulebook), the DM rolls 2d6. If the result is greater than the Morale score, the monsters try to run away or surrender. Otherwise, the monsters continue to fight. If monsters are encountered in their lair, the morale score should be raised by 1-2 points.

Treasure Type (TT) gives the letter of the treasure type normally found in the monster's lair. The letters are used with the Treasure Types tables (Basic DM Rulebook). Wandering monsters are unlikely to be carrying treasure unless an individual Treasure Type (a letter from P to V) is given. A DM may always place more, less, or different treasure than the Treasure Type indicated.

Alignment (AL) shows whether the monster's behavior is Lawful, Neutral, or Chaotic. Unintelligent monsters are usually Neutral. The DM should always try to play monsters' roles according to the alignment given.

Monster List: Animal to Wyvern

Animals, Normal and Giant:

see **Animal Herd, Camel, Elephant, Horse,** and **Prehistoric.**

Animal Herd

Armor Class:	7
Hit Dice:	1-2, 3, or 4
Move:	240′ (80′)
Attacks:	1 butt
Damage:	1-4, 1-6, or 1-8
No. Appearing:	0 (3-30)
Save As:	Fighter: 1
Morale:	5
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10, 20, 35, or 75

This category includes most wild grazing creatures, such as caribou, deer, elk, goats, moose, and wild oxen. At least one species may be encountered in any climate. The size of the creature determines its Hit Dice and damage per butt, as follows: antelope, deer, and goats (Hit Dice 1-2, Damage 1-4); caribou and oxen (Hit Dice 3, Damage 1-6); elk and moose (Hit Dice 4, Damage 1-8). The DM may add other herd animals within these ranges.

Only males have a butt attack. Of the total number encountered, only 1 in 4 is male; the rest are females and young. A male has at least 3 hit points per Hit Die; females have normal hit points. Young have only 1-4 hit points per Hit Die. When alarmed, females and young flee while the males protect them.

Any group of 16 or more may panic when attacked, running toward the disturbance 40% of the time (trampling all in their path for 1-20 points of damage; no Hit roll needed).

Basilisk

Armor Class:	4
Hit Dice:	6+1**
Move:	60′ (20′)
Attacks:	1 bite/1 gaze
Damage:	1-10 + petrification
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	F
Alignment:	Neutral
XP Value:	950

A basilisk is a 10′-long non-intelligent magical lizard. It lives in underground caverns or wild and tangled thickets. Any creature hit by a basilisk must make a Saving Throw vs. Turn to Stone or be petrified (including equipment carried).

The basilisk's gaze has the same effect; anyone meeting the gaze must make the same Saving Throw or be petrified. A surprised character automatically meets the gaze. A character in hand-to-hand combat with the creature must either avoid the gaze or meet the gaze each round. If avoiding the gaze, a −4 penalty applies to all Hit rolls against the monster, while the basilisk gains a +2 bonus to its attacks. A mirror may be used for additional safety (see "mirror," page 20). While using a mirror, a −2 penalty to the Hit roll (instead of −4) is used; however, the attacker cannot use a shield. The area must be lit for the mirror to be effective. If the basilisk sees itself in the mirror (a roll of 1 on 1d6, checked each round), it must make a Saving Throw or be turned to stone!

Black Pudding*

Armor Class:	6
Hit Dice:	10*
Move:	60′ (20′)
Attacks:	1
Damage:	3-24
No. Appearing:	1 (0)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	See below
Alignment:	Neutral
XP Value:	1,600

A black pudding is a non-intelligent blob 5 to 30 feet in diameter. Puddings are always hungry; they dissolve wood and corrode metal in one turn, but cannot affect stone. They can travel on ceilings and walls, and can pass through small openings. A pudding can only be killed by fire; other attacks (weapons or spells) merely break it up into smaller puddings, each with 2 HD and inflicting 1-8 points of damage per blow. However, a *flaming sword* will *cause* full normal damage. Puddings normally have no treasure, but gems (the only remnants of previous victims) might be found nearby.

Blink Dog

Armor Class:	5
Hit Dice:	4*
Move:	120′ (40′)
Attacks:	1 bite
Damage:	1-6
No. Appearing:	1-6 (4-9)
Save As:	Fighter: 4
Morale:	6
Treasure Type:	C
Alignment:	Lawful
XP Value:	125

This unique creature is similar in appearance to the Australian dingo. It is highly intelligent, often travels in packs, and uses a limited teleportation ability. It can "blink out" of one spot and immediately appear ("blink in") at another. Its instinct prevents it from appearing in a solid object. When attacking, it "blinks" close to an enemy, attacks, and then reappears 10-40 feet away. On any round in which they have the initiative, blink dogs can attack safely, "blinking" away before the defender can counter-attack. If seriously threatened, an entire pack will "blink" out and not reappear. Blink dogs always attack displacer beasts, their natural enemies.

Caecilia

Armor Class:	6
Hit Dice:	6*
Move:	60′ (20′)
Attacks:	1 bite
Damage:	1-8
No. Appearing:	1-3 (1-3)
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
Alignment:	Neutral
XP Value:	500

This giant gray worm-like creature is about 30′ long. It attacks with its huge mouth and sharp teeth. An unadjusted Hit roll of 19 or 20 means that it has swallowed its prey whole. A swallowed victim takes 1-8 points of damage each round until the caecilia is dead.

Camel

Armor Class:	7
Hit Dice:	2
Move:	150′ (50′)
Attacks:	1 bite/1 hoof
Damage:	1/1-4
No. Appearing:	0 (2-8)
Save As:	Fighter: 1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	20

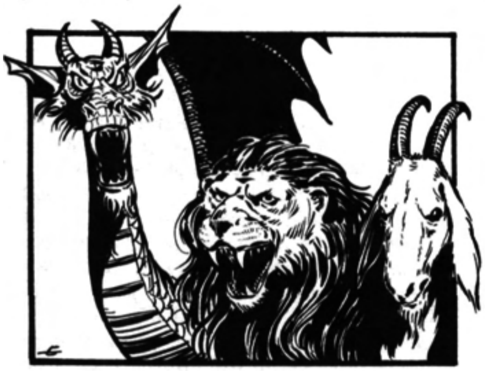
The camel is an ill-tempered beast, apt to bite or kick any creature that gets in its way — including its owner. It often kicks with one leg. Camels are used as pack and riding animals in deserts and barren lands (with movement as if in clear terrain). A well-watered camel may travel for 2 weeks without drinking. It may carry up to 3,000 cn of weight at normal speed, with a maximum load of 6,000 cn.

Centaur

Armor Class:	5
Hit Dice:	4
Move:	180′ (60′)
Attacks:	2 hooves/1 weapon
Damage:	1-6/1-6/by weapon
No. Appearing:	0 (2-20)
Save As:	Fighter: 4
Morale:	8
Treasure Type:	A
Alignment:	Neutral
XP Value:	75

A centaur is a creature with the head, arms, and upper body of a man joined to the body and legs of a horse. Centaurs prefer to live far from humankind in meadows and forests. They are of average intelligence, and often carry weapons (clubs, lances, and bows; 1 weapon per creature). A charge attack may be used if lances are carried.

Centaurs will form into small tribes or families. Their homes are in dense thickets or woods, reached by twisting and guarded pathways. The females and young will usually stay in the lair. If attacked, females and young will attempt to flee unless escape is impossible, in which case they will fight to the death. The young fight as if they were 2 HD monsters, and do less damage (1-2/1-2/1-4).



Chimera

Armor Class:	4
Hit Dice:	9**
Move:	120′ (40′)
Flying:	180′ (60′)
Attacks:	2 claws/3 heads + breath
Damage:	1-3/1-3/2-8/1-10/3-12 + 3-18
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 9
Morale:	9
Treasure Type:	F
Alignment:	Chaotic
XP Value:	2,300

A chimera is a horrid combination of three different creatures. It has three heads (goat, lion, and dragon), the forebody of a lion, the hindquarters of a goat, and the wings and tail of a dragon. The goat's head butts, the lion's head bites, and the dragon's head can bite or breathe fire (a cone 50′ long and 10′ wide at the end, for 3-18 points of damage). The breath can only be used 3 times per day. If determined randomly, the chance of breathing is 50% per round, as with dragons. Chimerae usually live in wild hills, but may occasionally be found in dungeons.

Cockatrice

Armor Class:	6
Hit Dice:	5**
Move:	90′ (30′)
Flying:	180′ (60′)
Attacks:	1 beak
Damage:	1-6 + petrification
No. Appearing:	1-4 (2-8)
Save As:	Fighter: 5
Morale:	7
Treasure Type:	D
Alignment:	Neutral
XP Value:	425

This is a small magical monster with the head, wings, and legs of a rooster and the tail of a snake. Its beak attack causes 1-6 points of damage. Any creature bitten or touched by a cockatrice must make a Saving Throw or be turned to stone! Cockatrices may be found anywhere.

Crab, Giant

Armor Class:	2
Hit Dice:	3
Move:	60′ (20′)
Attacks:	2 pincers
Damage:	2-12/2-12
No. Appearing:	1-2 (1-6)
Save As:	Fighter: 2
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	35

Giant crabs are non-intelligent monsters found in shallow waters, coastal rivers, and buried in sand on beaches. They cannot swim. The common giant crab is 8′ in diameter, but larger specimens may be found (up to 6 Hit Dice, Damage 3-18 per claw). Both salt- and fresh-water species exist. They are always hungry and will attack anything that moves.

Crocodile

	Normal	**Large**	**Giant**
Armor Class:	5	3	1
Hit Dice:	2	6	15
Move:	90′ (30′)	90′ (30′)	90′ (30′)
Swimming:	90′ (30′)	90′ (30′)	90′ (30′)
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8	2-16	3-24
No. Appearing:	0 (1-8)	0 (1-4)	0 (1-3)
Save As:	Fighter: 1	Fighter: 3	Fighter: 8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	35	275	1,350

Crocodiles are commonly found in tropical and semi-tropical swamps and rivers. Awkward on land, they do not stray far from water and will spend hours floating just under the surface. If hungry, crocodiles will attack creatures in the water. They are particularly attracted to the smell of blood or violent thrashing of the water.

Large crocodiles are at least 20′ long, and can overturn canoes and small rafts. Giant crocodiles are normally found only in "lost worlds" where prehistoric creatures thrive. They are over 50′ long and have been known to attack small boats or ships.

Cyclops

Armor Class:	5
Hit Dice:	13*
Move:	90′ (30′)
Attacks:	1 club
Damage:	3-30
No. Appearing:	1 (1-4)
Save As:	Fighter: 13
Morale:	9
Treasure Type:	E + 5,000 gp
Alignment:	Chaotic
XP Value:	2,300

A cyclops is a rare type of giant, noted for its great size and the single eye in the center of its forehead. A cyclops is about 20′ tall. It has poor depth perception because of its single eye, and strikes with a penalty of −2 on all Hit rolls. A cyclops will usually fight with a wooden club. It can throw rocks to a 200′ range, each hit causing 3-18 points of damage.

Some cyclops (5%) are able to cast a *curse* once a week. (The DM should decide the exact nature of the *curse*.

A cyclops usually lives alone, though a small group may sometimes share a large cave. They spend their time raising sheep and grapes. Cyclops are known for their stupidity, and a clever party can often escape from them by trickery.

Devil Swine*

Armor Class:	3 (9)
Hit Dice:	9*
Move:	180′ (60′)
Human form:	120′ (40′)
Attacks:	1 gore or blow
Damage:	2-12 or by weapon
No. Appearing:	1-3 (1-4)
Save As:	Fighter: 9
Morale:	10
Treasure Type:	C
Alignment:	Chaotic
XP Value:	1,600

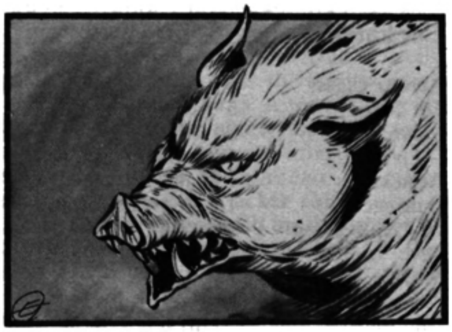
A devil swine appears as either a huge hog or a grossly fat human. It is a lycanthrope, harmed only by silver or magical weapons. Although it can change shape freely during the night, it must keep one shape throughout the daylight hours. Devil swine prefer the fringes of human settlements, especially those near swamps or forests. They are carnivorous, especially fond of human flesh, and will ambush if possible.

Each devil swine can cast a *charm person* spell 3 times per day. It can use this spell in either human or swine form. A Saving Throw vs. Spells is allowed, but with a −2 penalty to the roll. Each devil swine normally has 0-3 (1d4-1) humans under its control.

Displacer Beast

Armor Class:	4
Hit Dice:	6*
Move:	150′ (50′)
Attacks:	2 tentacles
Damage:	2-8/2-8
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 6
Morale:	8
Treasure Type:	D
Alignment:	Neutral
XP Value:	500

A displacer beast looks like a large black panther with six legs and a pair of tentacles growing from its shoulders. It attacks with these tentacles which have sharp horn-like edges. A displacer beast's skin bends light rays, so the creature always appears to be 3′ from its actual position. All attackers have a −2 penalty on all Hit rolls, and the creature gains a +2 bonus to all Saving Throws. If the creature is severely damaged (about 6 hit points or less), it may use a ferocious bite attack (+2 bonus to Hit roll, Damage 1-6). Displacer beasts are semi-intelligent. They hate and fear blink dogs, and will always attack them and anyone traveling with them.



Djinni (Lesser)*

Armor Class:	5
Hit Dice:	7 + 1*
Move:	90′ (30′)
Flying:	240′ (80′)
Attacks:	1 (fist or whirlwind) + special
Damage:	2-16 (fist) or 2-12 (whirlwind)
No. Appearing:	1 (1)
Save As:	Fighter: 14
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	850

The djinn are intelligent, free-willed, enchanted creatures from the Elemental Plane of Air. They appear as tall, human-like beings surrounded with clouds. Djinn are highly magical in nature, and can only be harmed by magic or magical weapons.

A djinni can use each of its seven powers 3 times each day. These powers are: *create food and drink* (as a 7th level cleric); *create metallic objects* of up to 1,000 cn weight (of temporary duration, varying by type: gold = 1 day, iron = 1 round); *create soft goods and wooden objects* of up to 1,000 cn weight which are permanent; become *invisible;* assume *gaseous form;* form a *whirlwind; create illusions* (which affect both sight and hearing, lasting until touched or magically dispelled — the djinni need not concentrate to maintain them).

A djinni has two forms of attack. In normal form, it strikes with its fist. It may also transform itself into a *whirlwind* — a cone 70′ tall, 20′ diameter at the top, 10′ diameter at the base, movement rate 120′ (40′). The transformation takes 5 rounds. The djinni-whirlwind inflicts 2-12 points of damage to all in its path, and sweeps aside all creatures with fewer than 2 HD unless they make a Saving Throw vs. Death Ray. If a djinni is slain, its spirit returns to its own plane. A djinni can carry 6,000 cn of weight without tiring. Up to 12,000 cn of weight can be carried for 3 turns walking or 1 turn flying, but the djinni must rest for 1 turn afterward.

Dryad

Armor Class:	5
Hit Dice:	2*
Movement:	120′ (40′)
Attacks:	See below
Damage:	0
No. Appearing:	0 (1-6)
Save As:	Elf: 4
Morale:	6
Treasure Type:	D
Alignment:	Neutral
XP Value:	25

Dryads are beautiful female tree spirits who live in trees, in woodland settings or dense forests. They are very shy and non-violent, but very suspicious of strangers. If a dryad wishes to be unobserved, she will join with her tree, becoming part of it. However, she may attack anyone approaching or following her with a powerful *charm person* spell. The victim must make a Saving Throw vs. Spells with a penalty of −2 to the roll. If charmed, the victim will approach the tree — and be drawn inside! Unless rescued immediately, the victim will never be seen again. A dryad will die if her tree dies, and can only survive for 1 turn if taken more than 240′ away from it. She hides her treasure in hollows under her tree's roots.

Efreeti (Lesser)*

Armor Class:	3
Hit Dice:	10*
Move:	90′ (30′)
Flying:	240′ (80′)
Attacks:	1 fist
Damage:	2-16
No. Appearing:	1 (1)
Save As:	Fighter: 15
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	1,600

Efreet are free-willed, enchanted creatures from the Elemental Plane of Fire. They usually appear as clouds of smoke, condensing into giant-sized men surrounded by flames. The air around them is always hot and smoky. Efreet are highly magical, and can only be hit with magic weapons. If slain, the efreeti's spirit returns to its own plane.

An efreeti can *create objects, create illusions,* and turn *invisible* like a djinni. It can cast a *wall of fire* spell 3 times per day. An efreeti may also transform itself into a *pillar of flame* that will set fire to all flammable items within 5 feet. It can retain the flame shape for up to 3 rounds. When in this form, the fire adds 1-8 points of damage to each of the efreeti's blows. The creature can only assume flame shape once per turn at most.

An efreeti may be summoned by a high level magic-user (if the special spells required are known). Once summoned, the efreeti can be forced to serve for 101 days. It is a reluctant and difficult servant, and will obey its exact instructions while attempting to distort their meaning (to cause trouble for its master). Efreet may fly and carry up to 10,000 cn weight while flying. They hate djinn and will attack them on sight.

Elemental*

Types:	*Air, Earth, Fire, Water*
Armor Class:	2, 0, or −2 (see below)
Hit Dice:	8, 12, or 16 (see below)
Move:	Air (flying): 360′ (120′)
	Earth: 60′ (20′)
	Fire: 120′ (40′)
	Water: 60′ (20′)
	Swimming: 180′ (60′)
Attacks:	1 or Special
Damage:	1-8, 2-16, or 3-24 (see below)
No. Appearing:	1 (1)
Save As:	Fighter: 8-16 (varies)
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral

Summoning Item	AC	HD	XP Value	Damage	Save As
Staff	2	8	650	1-8	Fighter: 8
Device	0	12	1,100	2-16	Fighter: 12
Spell	−2	16	1,350	3-24	Fighter: 16

An elemental is a magical, enchanted creature which lives on another plane of existence (one of the Elemental Planes). It can be harmed only by magic or magical weapons.

Staff elementals (the weakest) are summoned by a magic-user with a special staff. **Device elementals** are summoned with the use of a special miscellaneous magic item. **Conjured elementals** are summoned by the casting of the 5th level magic-user spell.

To summon an elemental, a character must have a large amount of the element nearby (open air, bare earth, a pool of water or a bonfire). When the elemental arrives, it is hostile, and must be controlled by concentration at all times. The summoner's concentration may be broken by taking damage or failing any Saving Throw, and the summoner may only move up to ½ normal speed while concentrating.

If the summoner's concentration is broken, the elemental will attack. Once lost, control cannot be regained. The elemental may attack any creature between it and its summoner.

If summoned in an area too small for it (see size notes below), an elemental will fill the available area — sideways, for example — possibly damaging the summoner in the process (and thus breaking the summoner's concentration). However, an elemental cannot pass a *protection from evil* spell effect.

An elemental will vanish if it or its summoner is slain, or when the summoner sends it back to its plane (which requires control), or if a *dispel magic* is cast upon it.

An **air elemental** appears as a great whirlwind, 2′ tall and ½′ in diameter for each Hit Die (a staff elemental would be 16′ tall and 4′ across). In combat, all victims of 2 HD or less hit by the whirlwind must make a Saving Throw vs. Death ray or be swept away. The elemental inflicts an extra 1-8 points of damage against any flying opponent.

An **earth elemental** appears as a huge man-like figure, 1′ tall for each Hit Die (a spell-conjured elemental would be 16′ tall). It cannot cross a water barrier wider than its height. It inflicts an extra 1-8 points of damage against any opponent standing on the ground.

A **fire elemental** appears as a swirling pillar of roaring flame, 1′ tall and 1′ in diameter for each Hit Die (a device elemental would be 12′ tall and 12′ across). It cannot cross a water barrier wider than its own diameter. It inflicts an extra 1-8 points of damage against any creature with cold-based abilities.

A **water elemental** appears as a great wave of water, ½′ tall and 2′ in diameter for each Hit Die (a staff elemental is 4′ tall and 16′ across). It is not able to move more than 60′ from water. It inflicts an extra 1-8 points of damage against any opponent in water.

Elephant

	Normal	Prehistoric
Armor Class:	5	3
Hit Dice:	9	15
Move:	120′ (40′)	120′ (40′)
Attacks:	2 tusks or 1 trample	2 tusks or 1 trample
Damage:	2-8/2-8 or 4-32	2-12/2-12 or 4-32
No. Appearing:	0 (1-20)	0 (2-16)
Save As:	Fighter: 5	Fighter: 8
Morale:	8	8
Treasure Type:	See below	See below
Alignment:	Neutral	Neutral
XP Value:	900	1,350

Elephants dwell at the edges of sub-tropical forests. Any number may be encountered. Both males and females have tusks, which are valued for the ivory (100-600 gp per tusk). In combat, elephants will charge first if possible for double damage. In the following rounds of combat they will either strike with their tusks (75%) or trample (25%).

A prehistoric elephant, called a **mastodon,** is basically a large, shaggy elephant. Each tusk is worth 200-800 gp. They live in cold, icy lands or "lost worlds."

Fish, Giant

	Giant Bass	Giant Rockfish	Giant Sturgeon
Armor Class:	7	7	0
Hit Dice:	2	5+5*	10+2*
Move (swim):*	120′ (40′)	180′ (60′)	180′ (60′)
Attacks:	1 bite	4 spines + poison	1 bite
Damage:	1-6	1-4 each + poison	2-20
No. Appearing:	0 (2-8)	0 (2-8)	0 (1-2)
Save As:	Fighter: 1	Fighter: 3	Fighter: 5
Morale:	8	8	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	20	225	1600

These three giant fish are typical; many others exist, and the DM may create as many as desired.

Giant bass: These are normally shy fish, and will attack only if a morsel of food (halfling-sized or smaller) is floating nearby or on the surface. They may also be summoned, and directed to fight, by nixies.

Spiny rockfish: This fish, found in shallow salt water, is very difficult to see. Observers may mistake it for a rock or lump of coal (70% chance). If disturbed, the fish will attack to drive off foes. If touched by accident, the victim is automatically hit by 4 of the sharp spines covering the creature's body, taking 1-4 points of damage per spine and requiring a Saving Throw vs. Poison for each hit. Any failure results in death. Despite its fearsome attacks, the fish is normally peaceful, and will only attack if disturbed.

Giant sturgeon: This dangerous creature is almost 30′ long and covered with thick armor-like scales. It is a fierce fighter, and can swallow an opponent with a Hit roll of 18 or better. The victim takes 2-12 points of damage per round and must make a Saving Throw vs. Death Ray or be paralyzed. If not paralyzed, the victim may attack from within.

Giant	**Hill**	**Stone**	**Frost**	**Fire**	**Cloud**	**Storm**
Armor Class:	4	4	4	4	4	2
Hit Dice:	8	9	10 + 1*	11+2*	13*	15**
Move:	120′ (40′)	120′ (40′)	120′ (40′)	120′ (40′)	120′ (40′)	150′ (50′)
Attacks:	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 + special
Damage:	2-16	3-18	4-24	5-30	6-36	8-48 + special
No. Appearing:	1-4 (2-8)	1-2 (1-6)	1-2 (1-4)	1-2 (1-3)	1-2 (1-3)	1 (1-3)
Save As:	Fighter: 8	Fighter: 9	Fighter: 10	Fighter: 11	Fighter: 12	Fighter: 15
Morale:	8	9	9	9	10	10
Treasure Type:	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp	E + 5,000 gp
Alignment:	Chaotic	Neutral	Chaotic	Chaotic	Neutral	Lawful
XP Value:	650	900	1,600	1,900	2,300	3,250

Giants are huge human-like monsters. Most are usually willing to negotiate when encountered, as they have heard of the dangers of attacking men. All giants can throw boulders as missile weapons, though the range varies. Any hit from a thrown boulder inflicts 3-18 points of damage. Throwing ranges in yards (for outdoor encounters) are given for each giant. If encountered in a dungeon, the range should be read as "feet."

Hill giants: These hairy brutes are 12′ tall and very stupid. They wear animal skins and carry huge clubs and spears. They sometimes (25%) throw rocks, but have limited range (30/60/100). They live in hills or at the base of mountains, and raid human communities from time to time for food and plunder.

Stone giants: These giants are 14′ tall and have gray rock-like skin. They use large stalactites as clubs. They often hurl rocks (ranges 100/200/300). They live in caves or crude stone huts, and may have 1-4 cave bears as guards (50% chance).

Frost giants: These awesome giants have pale skin and light yellow or light blue hair. They stand 18′ tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks (ranges 60/130/200). They often build castles above the timberline of snow-capped mountains. Frost giants always have either 3-18 polar bears (20% chance) or 6-36 wolves (80%) as guards. They are not affected by cold-based attacks.

Fire giants: These giants have red skin and dark black hair and beards. They are 16′ tall and wear copper, brass, or bronze armor. They often throw rocks (ranges 60/130/200). Fire giants usually make their home near volcanoes or other equally hot places. Their castles are often made of black baked mud reinforced with crude iron. They always have either 1-3 hydrae (20% chance) or 3-18 hellhounds (80%) as guards. These giants are not affected by fire-based attacks.

Cloud giants: These fierce giants have white or gray skin and hair. They wear pale robes and stand 20′ tall. Cloud giants have keen eyes and a sharp sense of smell, so they are rarely surprised (1 in 6 chance). They may throw boulders (ranges 60/120/200). They live in castles in the sides of mountains or atop masses of clouds. They keep either 3-18 giant hawks (in clouds or mountains) or 6-36 dire wolves (only in mountains) as guards. Cloud giants hate to be disturbed and may block mountain passes to discourage trespassers.

Storm giants: These are the tallest giants, often over 22′ tall. They have bronze-colored skin and bright red or yellow hair. They rarely (10%) throw boulders (ranges 150/300/450). They love thunderstorms, and may create one in 1 turn. If a storm is present, a storm giant may throw one *lightning bolt* every 5 rounds. This bolt will do damage equal to the remaining hit points of the giant (a Saving Throw vs. Spells will reduce this to half damage). Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles will always be guarded by either 2-8 griffons (in mountains and clouds) or 3-18 giant crabs (under water). Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.

Golem*	**Wood**	**Bone**	**Amber**	**Bronze**
Armor Class:	7	2	6	0
Hit Dice:	2 + 2*	6*	10*	20**
Move:	120′ (40′)	120′ (40′)	180′ (60′)	240′ (80′)
Attacks:	1 fist	4 weapons	2 claws/1 bite	1 fist + special
Damage:	1-8	by weapon	2-12/2-12/2-20	3-30 + special
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 1	Fighter: 4	Fighter: 5	Fighter: 10
Morale:	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	35	500	1,600	4,300

A golem is a powerful, enchanted monster, created and animated by a high level magic-user or cleric. Golems can be made of almost any material, but the ones listed are typical. The DM should feel free to create new ones, with any special powers desired.

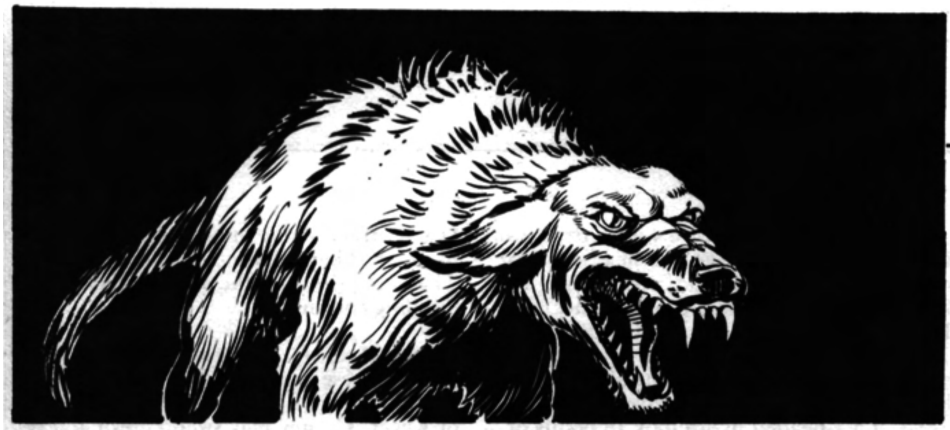
Golems can only be damaged by magic or magical weapons. They are also immune to *sleep, charm,* and *hold* spells, as well as all gases (since they do not breathe). The creation of a golem is costly, time consuming, and beyond the power of player characters in the D&D Expert rules.

Wood golem: These monsters are crude man-like figures about 3′ tall. They move stiffly, with a penalty of −1 on initiative rolls. They burn easily, with a −2 penalty to all Saving Throws vs. Fire, and all such attacks gain +1 per die of damage. However, they are immune to all cold-based attacks and all missile fire, including magic missile spells.

Bone golem: These are 6′-tall creatures made from human bones bound together into a manlike form. Their four arms may be attached nearly anywhere on their bodies, and each arm can wield a weapon. Four one-handed weapons (or two two-handed ones) may be used by a bone golem, and it may attack two enemies each round. Bone golems are immune to fire, cold, and electrical attacks.

Amber golem: These resemble giant cats, usually lions or tigers. They are faultless trackers and can detect invisible creatures within 60′.

Bronze golem: These creations look somewhat like fire giants. Their skin is bronze and their blood is liquid fire. Any creature hit by a bronze golem takes 1-10 extra points of damage from the great heat inside it (unless resistant to fire). Anyone scoring damage on a bronze golem with an edged weapon must make a Saving Throw vs. Death Ray or take 2-12 points of damage from the fiery "blood" spurting out of the wound. Bronze golems are not affected by fire-based attacks.



Gorgon

Armor Class:	2
Hit Dice:	8*
Move:	120′ (40′)
Attacks:	1 horn or 1 breath
Damage:	2-12 or petrification
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 8
Morale:	8
Treasure Type:	E
Alignment:	Chaotic
XP Value:	1,200

A gorgon is a magical bull-like monster covered with large iron scales, usually found in hills or grasslands. It may either attack with its great horns (possibly charging, for double damage), or use its horrible breath weapon. Its breath is a cloud of vapor, 60′ long and 10′ wide. Those within it must make a Saving Throw vs. Turn to Stone, or be petrified. Gorgons are immune to their breath weapons and all other petrifying attacks.

Griffon

Armor Class:	5
Hit Dice:	7
Move:	120′ (40′)
Flying:	360′ (120′)
Attacks:	2 claws/1 bite
Damage:	1-4/1-4/2-16
No. Appearing:	1 (2-16)
Save As:	Fighter: 4
Morale:	8
Treasure Type:	E
Alignment:	Neutral
XP Value:	450

A griffon is a large monster with the head, wings, and front claws of an eagle and the body and hindquarters of a lion. Its favorite prey is horses. When within 120′ of a horse, a griffon must make a morale check or attack immediately. Griffins are very powerful, and may swoop down and carry off horse-sized or smaller creatures (but at half the normal flying movement rate).

Wild griffons will attack any who approach their nests. They may be tamed if captured young, becoming fierce, loyal mounts. Tamed griffons are still likely to attack horses, however, and must check morale as above.

Hellhound

Armor Class:	4
Hit Dice:	3-7**
Move:	120′ (40′)
Attacks:	1 bite or 1 breath
Damage:	1-6 or special
No. Appearing:	2-8 (2-8)
Save As:	Fighter: 3-7
Morale:	9
Treasure Type:	C
Alignment:	Chaotic
XP Value:	65, 175, 425, 725, or 1,250

This reddish-brown dog-like monster is as big as a small pony. Hellhounds are cunning and highly intelligent. They can often *detect invisible* (as the magic-user spell; 75% chance per round, range 60′). They are immune to normal fire, and make all Saving Throws as fighters of equal Hit Dice. They are often found near volcanoes, deep in dungeons, or with other fire-loving creatures (such as fire giants). A hellhound will attack one victim, either breathing fire (⅓ chance) or biting (⅔) each round. The breath does 1-6 points of damage for each Hit Die of the hound. The victim of the breath may make a Saving Throw vs. Dragon Breath to take half damage.

Hippogriff

Armor Class:	5
Hit Dice:	3 + 1
Move:	180′ (60′)
Flying:	360′ (120′)
Attacks:	2 claws/1 bite
Damage:	1-6/1-6/1-10
No. Appearing:	0 (2-16)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	50

A hippogriff is a fantastic creature with the foreparts and head of a giant eagle and the hindquarters of a horse. Hippogriffs can be ridden if tamed. They will usually attack pegasi, who are their natural enemies. Hippogriffs nest in rocky crags, and may swoop down on prey, carrying off a man-sized or smaller victim.

Horse

	Riding Horse	**War Horse**	**Draft Horse**
Armor Class:	7	7	7
Hit Dice:	2	3	3
Move:	240′ (80′)	120′ (40′)	90′ (30′)
Attacks:	2 hooves	2 hooves	Nil
Damage:	1-4/1-4	1-6/1-6	Nil
No. Appearing:	0 (10-100)	0 (domestic)	0 (0)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	9	6
Treasure:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	20	35	35

Riding horse: This beast can carry a rider for a greater distance than any other type of horse. It is smaller, and can exist wherever there is grass to feed on. Any wild horse can become a riding horse, if tamed. A riding horse can carry 3,000 cn of weight at the normal movement rate, or 6,000 cn at half normal.

War horse: This type of horse is bred for its warlike temperament and strength. Unlike other horses, it is trained to charge. When charging, its rider may do double damage if a lance is used. The horse may not fight while charging, and may not move at charging speed for more than 3 rounds at a time. A war horse can carry 4,000 cn of weight at the normal movement rate, or 8,000 cn at half normal.

Draft horse: This is a large horse bred for sturdiness and endurance. It is used mostly as a pack animal, or for plowing or pulling wagons. A draft horse will not fight; if attacked, it will flee. It can pull 4,500 cn of weight at the normal movement rate, or 9,000 cn at half normal.

Hydra

Armor Class:	5
Hit Dice:	5-12
Move:	120′ (40′)
Attacks:	5-12
Damage:	1-10 each
No. Appearing:	1 (1)
Save As:	Fighter 5-12
Morale:	11
Treasure Type:	B
Alignment:	Neutral
XP Value:	175, 275, 450, 650, 900, or 1,100

A hydra is a large creature with a dragon-like body and 5-12 snake-like heads. It has one Hit Die for each head, and each head has 8 hit points. Its Saving Throws are as a Fighter level equal to the number of heads. The hydra will attack with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed. *For example,* if a 7-headed hydra took 18 points of damage, it would only attack with 5 heads in the next round.

You may wish to create special hydrae. These could have poisonous bites, or breathe fire (as a hellhound, for 8 points of damage per head). Such creatures should be placed to guard special treasures.

Sea Hydrae: These monsters have adapted to water. They possess fins instead of legs. They are otherwise the same as their land-dwelling cousins.

Flying Hydrae: Very rare and very dangerous, these monsters have huge bat-like wings, and are never mistaken for dragons or wyverns. They may swoop down and attack with up to 3 heads, each head capable of carrying off a man-sized or smaller victim. The movement rate flying is 60′ per round, reduced by 10′ per victim carried. Hit Dice are 5-9**.

Insect Swarm*

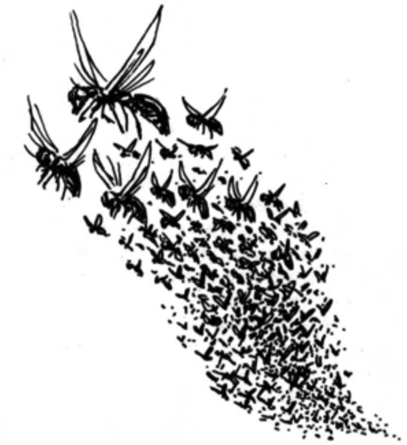
Armor Class:	7
Hit Dice:	2*, 3*, or 4*
Move:	30′ (10′)
Flying:	60′ (20′)
Attacks:	1 area effect
Damage:	See below
No. Appearing:	1 swarm (1-3 swarms)
Save As:	Normal Man
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25, 50, or 125

An insect swarm is not a single creature, but rather a group of small insects acting together. It may be attracted to light or strange smells, or may be defending its lair. The swarm may fill a 10′ x 10′ x 30′ volume or more. The insects are normal-sized, either crawlers (ants, centipedes, or spiders), flyers (bees or wasps), or both (beetles or locusts).

No Hit roll is made for the swarm; it is an "area effect." All armored victims within the area (and any monsters with AC 5 or better) automatically take 2 points of damage per round. Unarmored victims (and monsters with AC 6 or worse) take 4 points per round. Any victim who runs out of the swarm, or who *swats* the insects, takes only 1 point per round.

If the swarm is damaged, it will pursue its attacker nearly without fail (ML 11). A victim may still escape either by disappearing from sight (invisible, around a corner, etc.) or diving under water (which kills all the insects after one round, during which normal damage is done).

Any victim may *swat* at the insects. A weapon or torch must be used; attempts to swat with hands or arms have no effect.



Invisible Stalker

Armor Class:	3
Hit Dice:	8*
Move:	120′ (40′)
Attacks:	1 blow
Damage:	4-16
No. Appearing:	1 (1)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,200

An invisible stalker is a magical human-like monster from another plane of existence, summoned by the magic-user spell *invisible stalker.* If the stalker is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the creature will try to distort the intent while obeying the literal command. *For example,* if ordered toward guard a treasure for longer than a week, the stalker may take it away to its own plane of existence and guard it there forever.

An invisible stalker is most often used to track and slay enemies. It is highly intelligent, and a faultless tracker. If its victim cannot detect invisible things, the stalker will surprise on a roll of 1-5 (on 1d6). It will return to its own plane once it is slain, dispelled, or has completed its task.

Leech, Giant

Armor Class:	7
Hit Dice:	6
Move:	90′ (30′)
Attacks:	1 bite
Damage:	1-6
No. Appearing:	0 (1-4)
Save As:	Fighter: 3
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	275

A giant leech is a loathsome swamp-dwelling worm about 3′-4′ long. It attacks with its sucker-like mouth. If it hits, it then holds on and sucks blood for 1-6 points of damage per round. A giant leech must be killed to be removed from a live victim. If the victim dies, the leech drops off and hides while it digests its meal.

Manticore

Armor Class:	4
Hit Dice:	6 + 1*
Move:	120′ (40′)
Flying:	180′ (60′)
Attacks:	2 claws/1 bite or 6 spikes
Damage:	1-4/1-4/2-8 or 1-6 each
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

A manticore is a horrid monster with the body of a lion, leathery bat wings, a tail ridged with spikes, and the face of a man with large, sharp fangs. Its favorite food is man. It has 24 tail spikes, and can shoot 6 each round even when flying (ranges 50/100/180). The creature regrows 2 spikes per day. Manticores usually live in wild mountain ranges. They will frequently track humans, ambushing with spike attacks when the party stops to rest.

Men

	Brigand	Buccaneer and Pirate	Dervish	Trader	Nomad	Noble
Armor Class:	Variable	Variable	Variable	5	Variable	2
Hit Dice:	1	1	1	1	1	3-8
Move:	120′ (40′)	120′ (40′)	120′ (40′)	90′ (30′)	120′ (40′)	60′ (20′)
Attacks:	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
Damage:	By weapon	By weapon	By weapon	By weapon	By weapon	By weapon
No. Appearing:	0 (10-40)	0 (special)	0 (20-70)	0 (1-20)	0 (10-40)	0 (2-12)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 1	Fighter: 3-8
Morale:	8	6 (7)	10	Variable	8	8
Treasure Type:	A	A	A	A	A	V x 3
Alignment:	Chaotic	Neutral (Chaotic)	Lawful	Neutral	Neutral	Any
XP Values:	— All variable —					

Most groups of men are led by higher level leaders (with better armor, hit points, Saving Throws and possibly magic items; for the chance of magic, see page 25). Men usually have large camps. Most treasure is usually at the camp.

Brigand: Brigands are loosely organized outlaws and renegade mercenaries who live by raiding towns and robbing caravans and travelers. For every 20 brigands there is one additional 2nd level fighter who acts as their leader. For every 40 brigands there is an additional 4th level fighter acting as commander of the entire group.

Half of the brigands have leather armor, shield, short bow, and sword. The rest are mounted on riding horses, wear chain mail and shield, and carry swords. The leaders wear plate mail, carry swords and lances, and ride war horses with barding.

Brigands often band together in fortified camps of 50-300 men. A camp is always led by a 9th level fighter, with an additional 5th level fighter for every 50 brigands. There is also a 50% chance that a magic-user of level 9-11 is in the brigand camp, and a 30% chance that an 8th level cleric is in the brigand camp.

Buccaneers (and Pirates): Buccaneers are found on seas, rivers, great lakes, and oceans. They live by raiding coastal towns and capturing ships, selling the booty elsewhere. Pirates are seagoing men who plunder other vessels, raid coastal towns and engage in illegal slave trades. They are noted for their evil acts and cruelty toward prisoners. They also freely attack each other if there is a chance for profit. The number of buccaneers or pirates that appear depends on the type and number of ships they are sailing:

Ship	No. of Ships	No. of Men per ship
River Boats	1-8	10-20
Small Galley	1-6	20-40
Long Ship	1-4	30-50
Sailed Warship	1-3	40-80

Choose a type of ship to match the terrain. For more information about ships and naval adventures, see page 42.

Buccaneers and Pirates are organized as follows:

ORGANIZATION OF TROOPS

Weapons and Armor	Percent of Men Buccaneers	Pirates
Leather armor and sword	60%	50%
Leather armor, sword, and crossbow	30%	35%
Chain mail and sword (if buccaneers, plus crossbow)	10%	15%

For every 30 **buccaneers,** there is an additional 4th level fighter as leader. For every ship, there is a 7th level fighter as captain and a 9th level fighter as commander of the fleet. There is a 30% chance that a magic-user of level 10-11 is with the commander, and a 25% chance that an 8th level cleric is present.

For every 30 **pirates,** there is an additional 4th level fighter as leader. For every 50 pirates or 1 ship, there is a 5th level fighter captain. For every 100 pirates or 1 fleet, there is an 8th level fighter commander. For every fleet of 300 or more pirates, there is an 11th level fighter (Pirate Lord), as commander of the fleet, and a 75% chance for a 9th or 10th level magic-user.

Buccaneers and pirates may carry their treasure with them or have maps showing where it is buried. The treasure given is the total for the entire buccaneer pack or pirate fleet, and may be divided as desired. Pirates may also (25% chance) have 1-3 prisoners with them, awaiting ransom.

Well-defended coastal towns often serve as havens for pirates and buccaneers. These are lawless and dangerous places, full of possible adventures.

Dervish: Dervishes often form camps or tribes of up to 300 men, led by a 10th level cleric. Such a camp will be either tents (75%) or a wooden or brick stockade (25%). These camps contain their women, children, livestock, and their treasure. Dervishes are noted for their fanatic belief in their religion and their intolerance of other views. On rare occasions, they will wage a "holy war" (jihad), in which they attempt to capture or kill all who have different beliefs. Captives are given an opportunity to convert; if they refuse, they may be killed or enslaved. Lawful characters may be invited to join the crusade, and those who refuse will be viewed with great suspicion unless a good reason can be provided as to why they should not participate.

Trader: Traders are merchants who travel in caravans from town to town, buying and selling various goods (wines, silks, jewels, precious metals and the like). Those in the caravan usually ride horses, but they are likely to travel by camel in desert and barren lands and by mule in the mountains. All traders wear chain mail and carry sword and dagger. The following table gives typical caravan organization.

ORGANIZATION OF CARAVANS

Merchants	Wagons	Fighters L1	L2-3	L4-5	Extra Animals
5	10	20	2	1	1-12
10	20	40	4	1	1-12
15	30	60	6	1	1-12
20	40	80	8	1	1-12

All fighters are AC 4, wielding swords, daggers, and crossbows. The extra animals may be horses, mules, or even camels. If a caravan has less than 20 wagons, the treasure should be reduced in proportion.

Noble: This is a general term for any member of a social class of rulers. It does not apply to the family of a King or Queen (called Royalty). The nobles encountered will normally be fighters, clad in fine plate mail armor and shield. Each noble is always accompanied by a Squire (2nd level fighter-servant), and may also have up to 12 retainers and hirelings of the DM's choice.

The DM may create titles for nobles, using the social structure of the campaign as a guide. Some traditional titles are:

Baron/Baroness
Count/Countess
Duke/Duchess
Emir
Khan
Knight
Margrave
Sheikh

Nomads: These groups of wandering tribesmen may be peaceful or warlike, and may have any alignment. Small bands encountered hunting or foraging in the wilderness are usually part of a larger tribe. All treasure is kept at the main camp. Nomads are keen traders and often have knowledge of faraway places, though they tend to be superstitious. Nomad bands are organized as follows:

ORGANIZATION OF DESERT NOMADS

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse or camel	50%
Bow, leather armor, riding horse or camel	20%
Lance, chainmail and shield, riding horse or camel	30%

ORGANIZATION OF STEPPE NOMADS

Weapons & Armor	Percent of Men
Lance, leather armor and shield, riding horse	20%
Bow, leather armor, riding horse	50%
Bow, chainmail, riding horse	20%
Lance, chainmail and shield, riding or war horse	10%

For every 25 nomads, an additional 2nd level fighter leader is present. For every 40 nomads there is a 4th level fighter as leader. Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders given above, there is one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. At the main camp, there may (50% chance) be a 9th level cleric, and possibly (25%) an 8th level magic-user.

Merman

Armor Class:	6
Hit Dice:	1-4
Move:	120′ (40′)
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	0 (1-20)
Save As:	Fighter: 1-4
Morale:	8
Treasure Type:	A
Alignment:	Neutral
XP Value:	10, 20, 35, or 75

A merman has the upper body of a man and the lower body of a large fish. Mermen are armed with spears, tridents (treat as spears), or daggers. They live in coastal waters and hunt fish and harvest kelp. Except for leaders, all mermen have 1 Hit Die and save as 1st level fighters.

The number appearing represents a small hunting party, although mermen often form underwater villages of 100-300 members. For every 10 mermen encountered, there is an additional leader with 2 Hit Dice. For every 50 there is one leader with 4 Hit Dice. Mermen leaders save as Fighters of a level equal to their Hit Dice. Mermen often keep trained marine animals and monsters to help guard their homes.

Mummy*

Armor Class:	3
Hit Dice:	5 + 1**
Move:	60′ (20′)
Attacks:	1 touch
Damage:	1-12 + disease
No. Appearing:	1-4 (1-12)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	D
Alignment:	Chaotic
XP Value:	575

Mummies are **undead** who lurk near deserted ruins and tombs. Every character seeing a mummy must make a Saving Throw vs. Paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage (no Saving Throw). This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.

Mummies can only be damaged by spells, fire, or magic weapons, all of which only do half damage. They are immune to *sleep, charm,* and *hold* spells.

Nixie

Armor Class:	7
Hit Dice:	1*
Move:	120′ (40′)
Attacks:	1 + special
Damage:	1-4 + charm
No. Appearing:	0 (2-40)
Save As:	Elf: 1
Morale:	6
Treasure Type:	B
Alignment:	Neutral
XP Value:	13

Nixies are 3′-tall water sprites. They look like small beautiful women, and their skin is light blue, green, or gray-green. They avoid combat, but may try to *charm* an intruder. Ten nixies can together cast one such *charm,* and if the Saving Throw is failed, the victim enters the water and serves the nixies for a year. Each nixie can cast a *water breathing* spell on her slave, but this must be renewed every day.

If forced to fight, nixies use small tridents (treat as spears) and daggers, and each may summon a giant bass for aid.

Nixies dwell in rivers and lakes, making their lairs in the deepest part of the water.

Pegasus

Armor Class:	6
Hit Dice:	2 + 2
Move:	240′ (80′)
Flying:	480′ (160′)
Attacks:	2 hooves
Damage:	1-6/1-6
No. Appearing:	0 (1-12)
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	25

These semi-intelligent flying horses are wild and shy. They cannot be tamed, but will serve Lawful characters (only) if captured and trained while young. Pegasi are the natural enemies of hippogriffs.

Pterodactyl

	Normal	Pteranodon
Armor Class:	7	6
Hit Dice:	1	5
Move (flying):*	180′ (60′)	240′ (120′)
Damage:	1-3	1-12
No. Appearing:	0 (2-8)	0 (1-4)
Save As:	Fighter: 1	Fighter: 3
Morale:	7	8
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral
XP Value:	10	175

Pterodactyls are bat-like reptiles with wingspans of 8-10 feet. They hunt small and medium-sized animals, gliding slowly along air currents to spot their prey. If driven by great hunger, they may attack human-sized creatures.

A **pteranodon** is a giant pterodactyl. It is more aggressive and will often attack humans and humanoids. It can have a wingspan of up to 50 feet, and may swoop down and carry off a man-sized or smaller victim.

Pteranodons and pterodactyls are only found in warm climates, usually in "lost world" areas.

Purple Worm

Armor Class:	6
Hit Dice:	15*
Move:	60′ (20′)
Attacks:	1 bite/1 sting
Damage:	2-16/1-8 + poison
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 8
Morale:	10
Treasure Type:	D
Alignment:	Neutral
XP Value:	2,300

Purple worms are huge, slime-covered creatures over 100′ long and 8′ to 10′ in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-dwelling creatures. They attack by biting and stinging with their tails. If the Hit roll for the bite is 4 or more greater than the number required (or a 20, in any case), creatures of man-size or smaller will be swallowed whole, taking 3-18 points of damage each round thereafter. A victim stung by the tail must make a Saving Throw vs. Poison or die. Note that if encountered underground, the size of underground tunnels may prevent the creature from using one of its attacks. If it approaches by tunneling, it may surprise the victim (1 in 4 chance), but 2-5 rounds will pass before its tail is dragged free of the burrow.

Rhagodessa

Armor Class:	5
Hit Dice:	4 + 2
Move:	150′ (50′)
Attacks:	1 leg/1 bite
Damage:	0 + suckers/2-16
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 2
Morale:	9
Treasure Type:	U
Alignment:	Neutral
XP Value:	125

A rhagodessa is a giant spider-like carnivore, about the size of a small horse. It has an oversized head and jaws (mandibles) colored yellow, and a dark brown thorax. It has 5 pairs of legs; the front pair end in suckers which help the creature grasp its prey. A hit with a leg does no damage but means that the victim is stuck. In the next round of combat, the victim is pulled to the mandibles and bitten (automatic hit). Rhagodessae are nocturnal — hunting only in the dark, are normally found in caves, and can climb walls.

Roc

	Small	Large	Giant
Armor Class:	4	2	0
Hit Dice:	6	12	36
Move:	60′ (20′)	60′ (20′)	60′ (20′)
Flying:	480′ (160′)	480′ (160′)	480′ (160′)
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	2-5/2-5/2-12	1-8/1-8/2-20	3-18/3-18/8-48
No. Appearing:	0 (1-12)	0 (1-8)	0 (1)
Morale:	8	9	10
Treasure Type:	I	I	I
Alignment:	Lawful	Lawful	Lawful
XP Value:	275	1,100	6,250

Rocs are huge birds of prey resembling eagles. They are very lawful, and are often unfriendly toward neutrals (−1 on reaction rolls) and chaotics (−2 on reactions). Rocs prefer solitude and will swoop to attack any intruders unless carefully approached. Their nests are in the highest mountains, and may (50% chance) contain 1-6 eggs or young. Rocs never check morale if encountered in their lair. If hatched or captured as chicks, young rocs can be trained.

Salamander*

	Flame	Frost
Armor Class:	2	3
Hit Dice:	8*	12*
Move:	120′ (40′)	120′ (40′)
Attacks:	2 claws/1 bite	4 claws/1 bite
Damage:	1-4/1-4/1-8	1-6(x4)/2-12
No. Appearing:	2-5 (2-8)	1-3 (1-3)
Save As:	Fighter: 8	Fighter: 12
Morale:	8	9
Treasure Type:	F	E
Alignment:	Neutral	Chaotic
XP Value:	1,200	1,900

Salamanders are free-willed beings from the elemental planes, common there but rare elsewhere. Both look like giant lizards; Fire salamanders are from the plane of Fire, and Frost salamanders from the plane of Earth. The two types are mortal enemies, and will attack each other on sight.

Flame salamander: This monster is a snake-like lizard, 12′-16′ long, with bright orange-yellow and orange-red scales. It is intelligent, and (when not on its own plane) prefers to live in or near volcanoes, or in very hot lands. It is immune to fire. All creatures within 20′ take 1-8 points of damage per round from the intense heat radiated by the creature.

Frost salamander: This monster has 6 legs and white or blue-white scales. When not on its own plane, it prefers frozen wastelands, glaciers, and icy tundra. It attacks by rearing up, striking with 4 legs plus 1 bite. It is immune to cold. All creatures within 20′ take 1-8 points of damage each round from the extreme cold the monster radiates.

Scorpion, Giant

Armor Class:	2
Hit Dice:	4*
Move:	150′ (50′)
Attacks:	2 claws/1 sting
Damage:	1-10/1-10/1-4 + poison
No. Appearing:	1-6 (1-6)
Save As:	Fighter: 2
Morale:	11
Treasure Type:	V
Alignment:	Neutral
XP Value:	125

A giant scorpion is the size of a small horse, and lives in deserts, caves, and ruins. It usually attacks on sight. It fights by grasping a victim with its claws and stinging. If either claw hits, the Hit roll for the stinger gains a +2 bonus. Anyone struck by the stinger must make a Saving Throw vs. Poison or die.

Spectre*

Armor Class:	2
Hit Dice:	6**
Move:	150′ (50′)
Flying:	300′ (100′)
Attacks:	1 touch
Damage:	1-8 + double Energy Drain
No. Appearing:	1-4 (1-8)
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	725

The ghostly spectres are among the mightiest of the undead. They have no solid bodies, and can only be hit by magical weapons; silver weapons have no effect. Like all undead, spectres are immune to *sleep, charm,* and *hold* spells.

A hit by a spectre does 1-8 points of damage in addition to a double Energy Drain (lose 2 levels, as explained in D&D Basic). A character slain by a spectre will rise the next night as a spectre under the control of the slayer.

Termite, Water

	Swamp	Fresh Water	Salt Water
Armor Class:	4	6	5
Hit Dice:	1 + 1	2 + 1	4
Move:	90′ (30′)	120′ (40′)	180′ (60′)
Attacks:	See below	See below	See below
Damage:	1-3	1-4	1-6
No. Appearing:	0 (1-4)	0 (1-3)	0 (2-7)
Save As:	Fighter: 1	Fighter: 2	Fighter: 3
Morale:	10	8	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	25	75

Water termites range from 1′-5′ long, the largest found only in ocean waters. All are shaped like normal termites, except for an elastic sac in their abdomen which can intake and expel water for movement and feeding. When the sac is completely expanded, the creature looks like a large balloon with a small insect-like head on the front.

The creature does not bite unless cornered; instead, it uses an inky spray for defense. When frightened above water, a normal Hit roll must be made. A victim hit by the spray must make a Saving Throw vs. Poison or be paralyzed for 1 turn. If frightened underwater, the ink does not paralyze, but merely provides an inky cover for the creature's retreat.

The real terror of these creatures is the destruction they bring to ships. They cling to hulls, each causing points of hull damage equal to their bite before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone will notice the leakage.

Toad, Giant

Armor Class:	7
Hit Dice:	2 + 2
Move:	90′ (30′)
Attacks:	1 bite
Damage:	2-5
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 1
Morale:	6
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	25

A giant toad is about the size of a very large dog, and weighs 150-250 pounds. It can change its skin color to blend into woods or poorly lit dungeons, surprising its prey on a roll of 1-3 (on 1d6). It can shoot its tongue out to 15′, and may drag victims of dwarf size or smaller to its mouth to be bitten. Small prey is swallowed whole on a Hit roll of 20, causing 1-6 points of damage each round thereafter.

Treant

Armor Class:	2
Hit Dice:	8*
Move:	60′ (20′)
Attacks:	2 branches
Damage:	2-12/2-12
No. Appearing:	0 (1-8)
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
Alignment:	Lawful
XP Value:	1,200

A treant is an 18′ tall, intelligent creature which looks like a tree. It is concerned only with the protection of forests and plant life. Treants speak a slow and difficult tongue, and distrust those who use fire. Although normal weapons can harm them, blunt weapons (such as maces) only inflict 1 point of damage per hit (plus magic and strength bonuses). All encounters with treants begin at a distance of 30 yards or less, since they are nearly identical to normal trees, and they surprise on a roll of 1-3 (on 1d6).

Each treant can animate any two trees within 60′ to move at 30′ per turn and fight as treants. A treant may change which trees it is animating from round to round.

Triceratops

Armor Class:	2
Hit Dice:	11
Move:	90′ (30′)
Attacks:	1 gore or 1 trample
Damage:	3-18 each
No. Appearing:	0 (1-4)
Save As:	Fighter: 6
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,100

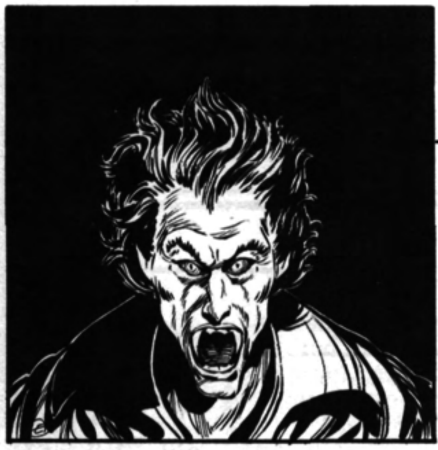
A triceratops is a heavily muscled, four-legged dinosaur that stands about 12′ tall at the shoulder and is nearly 40′ long. It has three horns protruding from the bony protective crest that covers its head. Although it is an herbivore, it is aggressive and dangerous, usually attacking on sight. It may charge (for double damage) on the first attack. Triceratopes are found on the plains of "lost worlds."

Troll

Armor Class:	4
Hit Dice:	6 + 3*
Move:	120′ (40′)
Attacks:	2 claws/1 bite
Damage:	1-6/1-6/1-10
No. Appearing:	1-8 (1-8)
Save As:	Fighter: 6
Morale:	10 (8)
Treasure Type:	D
Alignment:	Chaotic
XP Value:	650

Trolls are 8′-tall, thin, intelligent humanoids, with skin almost like rubber. They prefer human and human-like victims to all other foods. They live nearly anywhere, often in the ruined dwellings of their victims.

A troll is very strong, and rends its opponents with talons and sharp teeth. It has the power of regeneration, the ability to grow back together when damaged. It begins to regenerate 3 rounds after it is damaged. The troll's wounds heal themselves at a rate of 3 hit points per round, and even severed limbs will crawl back to the body and rejoin. The head and claws of the troll will continue to fight as long as the creature has 1 hit point or more. However, the troll cannot regenerate damage from fire or acid, and when attacked by these methods, the morale score is 8. Unless totally destroyed by fire or acid, it will eventually regenerate completely.



Tyrannosaurus Rex

Armor Class:	3
Hit Dice:	20
Move:	120′ (40′)
Attacks:	1 bite
Damage:	6-36
No. Appearing:	0 (1-2)
Save As:	Fighter: 10
Morale:	11
Treasure Type:	V x 3
Alignment:	Neutral
XP Value:	2,000

The tyrannosaurus rex is one of the largest hunting dinosaurs, standing over 20′ tall. Its great jaws are lined with sharp teeth and it moves erect on its hind legs. It will attack anything man-sized or larger, usually attacking the largest creature first. It can swallow a man-sized opponent if its Hit roll is 19-20; the victim takes 2-8 points of damage each round until removed. "T-Rex" is usually found only in "lost world" areas.

Undead: (see **Mummy, Spectre, Vampire,** and **Wraith**)

Undead are evil creatures whose forms were created through dark magic. All were once living beings. They are not affected by special attacks that affect living creatures, such as poison, and are not affected by spells that affect the mind, such as *sleep, charm person,* and *hold person.* Undead do not make any noise.

Unicorn

Armor Class:	2
Hit Dice:	4*
Move:	240′ (80′)
Attacks:	2 hooves/1 horn
Damage:	1-8 each
No. Appearing:	1-2 (1-8)
Save As:	Fighter: 8
Morale:	7 (9)
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	125

A unicorn looks like a slender horse with a horn growing from its forehead. It is a shy creature, but fierce when cornered. Only a pure maiden can talk to or ride one. It can magically teleport itself (with a rider) to a distance of 360′ once per day. A unicorn's morale is greatly improved (9) if it has a rider.

Vampire*

Armor Class:	2
Hit Dice:	7-9**
Move:	120′ (40′)
Flying:	180′ (60′)
Attacks:	1 touch or special
Damage:	1-10 + double Energy Drain or special
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 7-9
Morale:	11
Treasure Type:	F
Alignment:	Chaotic
XP Value:	1,250, 1,750, or 2,300

Vampires are the most feared of the **undead.** They haunt ruins, tombs, crypts and other places deserted by man. They are unaffected by *sleep, charm,* and *hold* spells, and can only be hit with magic weapons. A vampire may take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. Each change takes 1 round.

Whatever its form, a vampire regenerates 3 hit points per round, starting as soon as it is damaged. If a vampire is reduced to 0 hit points it does not regenerate, but becomes gaseous and flees to its coffin.

In dire wolf or giant bat form, the vampire's move, attacks, and damage are those of the animal. The vampire's AC, Hit Dice, Morale, and Saving Throws remain unchanged. In gaseous form, a vampire cannot attack, but can fly at the speed given above and is immune to all weapon attacks.

In human form, a vampire may attack by gaze or touch, or may summon other creatures. The touch of a vampire inflicts a double Energy Drain (removing 2 levels of experience) in addition to damage. The creature's gaze can *charm.* Any victim who meets the gaze may make a Saving Throw vs. Spells to avoid the *charm,* but with a −2 penalty to the roll.

The vampire may summon any one of the following creatures, which will come to its aid if they are within 300 feet (300 yards outdoors):

Rats	10-100	Giant rats	5-20
Bats	10-100	Giant bats	3-18
Wolves	3-18	Dire wolves	2-8

Any character slain by a vampire will return from death in 3 days, as a vampire under the control of the slayer.

Weaknesses of Vampires: A vampire will not come within 10′ of a strongly presented holy symbol, although it may move to attack from another direction. The odor of garlic repels a vampire; the creature must make a Saving Throw vs. Poison or stay 10′ from the garlic during that round.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, a vampire usually rests in its coffin, and failure to do so results in the loss of 2-12 hit points per day. These hit points are not regenerated until the vampire has rested in its coffin for a full day. Vampires cast no reflection, and avoid mirrors.

A vampire may be destroyed by driving a wooden stake through its heart or by immersion in running water for 1 turn. If a vampire is exposed to direct sunlight, the creature must make a Saving Throw vs. Death Ray each round or disintegrate. A *continual light* spell will not disintegrate a vampire, but partially blinds it (−4 penalty on all Hit rolls). If all of the vampire's coffins are blessed or destroyed, the vampire will weaken, taking damage as above, and will die when its hit points are reduced to 0. A vampire always has several well-hidden coffins available.

Wraith*

Armor Class:	3
Hit Dice:	4**
Move:	120′ (40′)
Flying:	240′ (80′)
Attacks:	1 touch
Damage:	1-6 + Energy Drain
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 4
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	175

A wraith is an *undead* monster with no physical body, appearing as a pale, almost transparent, man-like figure of thick mist. It is immune to *sleep, charm,* and *hold* spells. A wraith can only be hit by silver or magical weapons, but silver weapons will only do half damage.

The touch of a wraith is an Energy Drain of 1 level, in addition to causing 1-6 points of damage. A victim slain by a wraith will become a wraith in one day, under the control of the slayer. Wraiths dwell in deserted lands or in the dwellings of creatures they have slain or frightened away.

Wyvern

Armor Class:	3
Hit Dice:	7*
Move:	90′ (30′)
Flying:	240′ (80′)
Attacks:	1 bite/1 sting
Damage:	2-16/1-6 + poison
No. Appearing:	1-2 (1-6)
Save As:	Fighter: 4
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	850

A wyvern looks like a two-legged dragon with a long tail. In combat, the wyvern will bite and arch its tail over its head to hit opponents in front of it. Those stung by the tail must make a Saving Throw vs. Poison or die. These beasts prefer to live on cliffs or in forests, but may be found anywhere.

Treasures

Treasure means anything of value: the standard coins, gems, jewelry, and magic items to be found in monster lairs, plus other valuable items. The standard Treasure Types charts given in the D&D Basic Set for monster lairs and Individual Treasures should still be used.

The treasure may often be in unusual or hard-to-recognize forms. Valuable silks, wines, rare books, small statues, furs, and ivory tusks are only some of the unusual treasures possible. A party should always look for clues to the values of odd items.

As the characters become more experienced, and explore more dangerous areas, treasures are better guarded, better hidden, and possibly trapped. But there are usually more of them, too!

The DM should be very careful when placing treasures, as they determine the rate at which the characters gain more levels and powers. Treasure is the key to balance in the continuing game.

Cursed Items: Any magical treasure can be *cursed* when found. A *curse* can be removed for a short time (1-20 rounds) by a *remove curse* spell, or permanently removed by the same spell from a high level cleric or magic-user (DM's choice; 15th level is recommended). A cleric's *dispel evil* spell should remove nearly all *curses,* except perhaps those bestowed by very powerful spell casters or items.

The *curse* on an item may have nearly any effect imaginable. A *sword* +*2* might be *cursed* to act as a *sword* −*2* (penalizing the Hit roll); a *shield* +*3* could likewise have the reverse effect, penalizing the user's Armor Class by 3. Items could work normally, but with side effects, causing the wielder to argue, sneeze, drop other items, slowly lose strength, etc.

Magical treasures are rare and valuable; it should be possible to remove any *curse* and free the item for proper use. The removal of a powerful *curse,* however, may require great expense, or may involve a *quest* or some other service for the NPC spell caster removing such a *curse.*

Unguarded Treasure

When dealing with experienced players, very few treasures should be left completely unguarded. However, there should still be some; many an empty room may contain a hidden trap, treasure trove, or both. Generally, unguarded treasures should not be placed in dungeon levels 9 and below.

UNGUARDED TREASURE

Dungeon Level	Silver	Gold	Gems	Jewelry	Magic Items
1	100 x 1d6	50% 10 x 1d6	5% 1d6	2% 1d6	2% any 1
2-3	100 x 1d12	50% 100 x 1d6	10% 1d6	5% 1d6	8% any 1
4-5	1,000 x 1d6	200 x 1d6	20% 1d8	10% 1d8	10% any 1
6-7	2,000 x 1d6	500 x 1d6	30% 1d10	15% 1d10	15% any 1
8-9	5,000 x 1d6	1,000 x 1d6	40% 1d12	20% 1d12	20% any 1

Magic Items

The charts on p. 36 list all items, including those in the D&D Basic Set, and should be used in place of those charts. All the general guidelines (duration of potions, etc.) may be found in that set. These charts are used in the same way, but Percentage dice are used for all random rolls.

If the range or duration of a magic item is not given, treat it the same as a magic spell from a 6th level spell caster.

The following notations may appear on the charts.

(B)	The item is described in the D&D Basic Set, and not described here.
(c)	The item may only be used by a cleric.
(m)	The item may only be used by a magic-user or elf.
(s)	The item may only be used by a spell caster (cleric, magic-user, or elf).

To randomly find a magic item, roll d% and find the result on **Magic Items Table #1.** Then turn to the Subtable indicated and roll d% again to find the exact item. Item descriptions are included after the subtables.

Explanation of Magic Items

Several items can detect, control, or otherwise perform actions within a given range. Any of these actions can be blocked by a thin sheet of lead, 1′ of any other metal, or 10′ of stone.

Details on identifying and using items are given in the D&D Basic Set.

a. SWORDS

Up to 10% of all magic swords found are *cursed.* When found, a cursed sword will seem to be a "normal" magic sword (of whatever type was rolled) until used in deadly combat, at which time the curse is revealed. See the Basic Set for more details. Once a cursed sword is used in combat, the owner will not want to get rid of it and will always fight with it. A character may be freed from a cursed item by a cleric's *dispel evil* spell, or possibly by a *remove curse* or *dispel magic* by a high level spell caster.

The DM should select or randomly determine the type of sword (short, normal, or two-handed). The intelligence of the sword should also be determined; if randomly, roll 1d20. A result of 14 or less indicates no intelligence; if the result is 15-20, see **Intelligent Swords** for details. New magical swords are explained below.

Sword +1, locate objects: This is the same as the magic-user spell, to 120′ range, usable once per day.

Sword +1, flames on command: When commanded by the user, this sword will blaze with flames. It remains flaming until sheathed or commanded to go out. While flaming, it has a bonus of +2 on Hit rolls against any hippogriff, pegasus, roc, and troll; and a +3 bonus against treants and undead monsters. All damage from this sword when flaming is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it).

Sword +1, energy drain: This sword drains 1 level or Hit Die (as if a wraith) on any hit, in addition to normal damage, if commanded to do so. The command may be spoken after the Hit roll is made, when a swing is shown to be successful. It will not affect any creature with Energy Drain powers. It can only drain 5-8 levels of Hit Dice, after which it becomes a standard magical sword +1.

Sword +1, wishes: This sword will grant 1-4 *wishes.* The user must hold the sword and make the *wish.* Once the sword is used in this manner, one of the *wishes* is gone. *Wishes* are very powerful magic, and should be used (and handled by the DM) with great care.

Sword +2, charm person: This is the same as the magic-user spell, to 120′ range, usable up to 3 times per week.

Intelligent Swords

Certain magic swords may be intelligent, and may have other special abilities as well. An intelligent sword should be played by the DM, just like an NPC character. Intelligent swords have *no wisdom,* and should be played accordingly, relying on the owner's wisdom for guidance and decision making.

The DM's first step is to decide whether the sword is an "ordinary" intelligent sword, or a Special Sword. Special Swords are extremely rare; they should always be placed with care, and not randomly determined. If you choose to place a Special Sword, turn to page 60. Otherwise, use the procedure given below.

1. Determine the sword's *Intelligence* (1d20) and languages known.
2. Find the sword's *Alignment* (1d20).
3. Find the sword's *Powers* (d%). (If extra powers are indicated, another d% roll will be needed.)
4. Find the sword's *Ego* score (1d12).

1. Intelligence: Remember that any sword is only intelligent if the result of a roll of 1d20 is 15 or greater (or if you, as DM, wish to automatically make a sword intelligent). Roll 1d20 to find the exact intelligence score of the sword:

1d20	Intelligence Score	Method of Communication	Powers	Languages
1-6	7	Empathy	1 Primary	—
7-11	8	Empathy	2 Primary	—
12-15	9	Empathy	3 Primary	—
16-18	10	Speech	3 Primary	1-3
19	11	Speech	3 Primary + reads magic	1-6
20	12	Speech	3 Primary + 1 Extraordinary, also reads magic	2-8

Languages: A speaking sword talks aloud if drawn, held, and asked a question. It will usually cooperate, within its limits. Any sword that *reads magic* also reads the languages it can speak. A speaking sword can always speak its alignment tongue plus the number of languages rolled (or chosen). The DM must select the exact languages known.

2. Alignment: Determine the alignment of the intelligent sword (roll 1d20):

1-13 = Lawful
14-18 = Neutral
19-20 = Chaotic

A sword's alignment cannot be detected until it is handled. If the creature handling the sword is of the same alignment, there will be no bad reaction. However, if the alignment is different, the user will take some damage *each round* while the sword is touched or held, according to the following chart:

User's Alignment	Sword's Alignment	Damage per round
Lawful	Neutral	1-6
	Chaotic	2-12
Neutral	Lawful	1-6
	Chaotic	1-6
Chaotic	Lawful	2-12
	Neutral	1-6

3. Powers: Roll d% once for each Primary Power of the sword, as determined by its intelligence, and find the results on the following table. Duplicate results should be rolled again. The user must have the sword in hand and be concentrating on the power in order to use it. Any power may be used once per round. A Primary power is usable as often as desired unless noted otherwise. An Extraordinary Power may only be used three times per day unless noted otherwise.

Detect evil (good): The sword is able to detect one of these intentions up to a 20′ range. No sword can do both.

Detect gems: The sword can detect all types of gems, and the amount of each, within a 60′ range, pointing itself in that direction.

Detect magic: The sword may cause all magic within 20′ to glow (as the spell effect) up to 3 times per day.

Detect metal: The sword can detect metal of any type requested up to a range of 60′. It will point in the direction of the material, but cannot detect the amount.

Detect shifting walls and rooms: The sword can find these items if within 10′.

Detect slopes: The sword can locate all sloping passages within a 10′ range.

Find secret doors: The sword can locate all secret doors within a 10′ range, up to 3 times per day.

Find traps: The sword can detect traps of all types within 10′, up to 3 times per day.

See invisible: The sword can find all invisible and hidden objects and creatures (but not secret doors) within a 20′ range.

d%	Primary Powers
01-10	Detect evil (good)
11-15	Detect gems
16-25	Detect magic
26-35	Detect metal
36-50	Detect shifting walls and rooms
51-65	Detect sloping passages
66-75	Find secret doors
76-85	Find traps
86-95	See invisible
96-99	Roll for 1 extraordinary power
00	Roll twice more on this table

d%	Extraordinary Powers
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Extra damage (duplicate allowed)
36-40	Flying
41-45	Healing (duplicate allowed)
46-54	Illusion
55-59	Levitation
60-69	Telekinesis
70-79	Telepathy
80-88	Teleportation
89-97	X-ray vision
98-99	Make 2 more rolls on this table*
00	Make 3 more rolls on this table*

*Ignore any further result of 98 or more.

An **Extraordinary Power** is only received if the sword has a 12 Intelligence, or if a roll for Primary Powers gave a result of 96-99. If the sword has an extraordinary power, roll d% and find the power on the following chart. Except for *Extra Damage* and *Healing*, duplicate results should be rolled again.

Clairaudience: As with the potion, the user may hear all noises in one area within 60′, through the ears of a creature in that area.

Clairvoyance: As with the potion, the user may see any area up to 60′ away, through the eyes of a creature in that area.

ESP: As with the potion, the user may listen to the thoughts of any one living creature within 60′.

Extra damage: The user may inflict 4 times the normal damage on each hit. The power lasts for 1-10 rounds when commanded. Each duplicate roll increases the multiplier by 1 (to 5 times, 6 times, etc.).

Flying: As with the potion, the user may fly in the air, for a maximum of 3 turns per use.

Healing: The sword can heal up to 6 points of damage *per day*, at the rate of 1 hit point per round. Duplicate rolls increase the amount of healing by 6 each (to 12, 18, etc. per day), but the rate of healing does not change.

Illusion: The user may create a *phantasmal force*, as with the magic-user spell.

Levitation: As with the potion, the user may float in the air, for a maximum of 3 turns per use.

Telekinesis: The user may move up to 2,000 cn of weight by mere concentration, as with the ring.

Telepathy: This is the same as ESP (above), but also with the ability to "send" thoughts to the creature contacted (as with a helm of telepathy).

Teleportation: The user may teleport once per day, as with the magic-user spell.

X-ray vision: The user may see through things, as if wearing a ring of X-ray vision.

4. Ego: Roll 1d12 to determine the Ego score of the sword. Ego is a measure of strength of personality.

Now add the sword's Intelligence and Ego scores to find its Will Power. Add 1 to Will Power for each Extraordinary Power (if any). Make a note of the total Will Power of the sword.

When an intelligent sword is handled, it may try to control its user! The DM must compare the Will Power of the sword to that of the user, and find the results (see Control Check).

A character's Will Power is the total of the character's Intelligence and Wisdom scores. The DM may subtract 1-8 points of Will Power if the character is wounded. If the sword and the user are of different alignments, the sword gains another 1-10 points of Will Power. (This must be determined for each change of users.)

Control Check: An intelligent sword will try to control its user in each of five different situations:

1. When the user first handles the sword.
2. When the user is wounded, and has ½ normal hit points remaining (or less).
3. When the user acquires any other magic weapon.
4. When anyone else uses the sword.
5. When a Special Purpose could be used (if applicable).

To make the control check, the DM simply compares the Will Power scores of the user and the sword. The higher score takes control! The DM must determine the actions of any sword in control. The control lasts either until the sword is satisfied or until the situation which caused the control check has passed. Typical results are:

Leading the user past other magic weapons found, or to discard other weapons.

Forcing the user to charge into combat to win glory for itself.

Forcing the user to surrender to an opponent — either one more worthy of the sword, or one easier to control.

Forcing the user to spend money on items for the sword, such as jeweled fittings, fancy scabbards, and so forth.

Special Swords

Special Swords are created by powerful beings for definite purposes. These swords are then carefully placed where they will be found and eventually put to their special use. The following Special Purposes are suggested; the DM may create others. No Special Sword is ever created for more than one Special Purpose.

1. **Slay a character type** (such as clerics)
2. **Slay a monster type** (such as gargoyles)
3. **Slay a specific being**
4. **Slay a race type** (such as demi-humans)
5. **Defeat a specific Alignment**

Every Special Sword has a score of 12 for both Intelligence (see chart for languages and abilities) and Ego. Each Special Sword gains the following abilities, determined by the sword's alignment, when used for its Special Purpose:

A **Lawful sword** will paralyze a Chaotic opponent struck unless the victim makes a Saving Throw vs. Spells.

A **Neutral** sword adds +1 to all of the user's Saving Throws.

A **Chaotic** sword will cause a Lawful opponent struck to make a Saving Throw vs. Turn to Stone or be Turned to Stone.

b. and c. ARMOR AND WEAPONS

Most magic weapons and armor work just as in the D&D Basic rules; bonuses to weapons are added to both the Hit and damage rolls, and bonuses to armor help the user's Armor Class. Any armor, shield, or weapon may be cursed; the DM may place cursed items or check randomly (up to 10% chance per item).

Several weapons may be of different sizes (for example, Axe could be Hand Axe or Battle Axe). The exact selection is left for the DM. A "spear" result may indicate a javelin (15% chance) or a lance (5% chance).

d. POTIONS

The effects of a potion last for 7-12 turns unless noted otherwise. If a character drinks a potion while another is still in effect, he becomes sick, unable to do anything for 3 turns (no Saving Throw allowed) and both effects are lost. Potions whose effects are permanent (healing, longevity) are not included in this rule.

Control Potions: When using these potions, the user must see the victims to direct their actions. The controlled creatures cannot be forced to kill themselves. The character cannot perform any other actions while controlling others, and may only move at up to ½ normal speed. Any victim may make a Saving Throw vs. Spells to avoid the Control, but the user may repeat the attempt once per round, on any victim seen, until the potion's duration ends.

Animal Control: The user may control up to 3-18 Hit Dice of animals (normal or giant, but not fantastic or magical). When the control ends, the animals will be afraid, and will leave the area if they can.

Clairaudience: The user may listen to noises (including speech) in an area up to 60′ away through the ears of a creature in that area.

Clairvoyance: The user may see an area up to 60′ away through the eyes of a creature in that area.

Delusion: The user will believe this to have the effect of any one other potion (roll again). However, it has no real effect.

Dragon Control: There are several different types of this potion, one for each dragon type. The user may control up to 3 dragons at once. The controlled dragons will do whatever is commanded of them *except* for casting spells. They will be hostile when the control ends.

Fire Resistance: The user cannot be harmed by normal fires, and gains a +2 bonus to all Saving Throws against fire attacks. In addition, the user takes less damage from magical and dragon fire: −1 point per die of damage (minimum of 1 point per die).

Flying: The user may fly at up to 120′ per round without tiring (as the effects of the magic-user spell).

Giant Control: There are several different types of this potion, one for each type of giant. The user may control up to 4 giants at once. They will be hostile once the control ends.

Giant Strength: The user gains the strength of a Frost Giant. However, the potion has no effect if a strength-adjusting magic item (such as Gauntlets of Ogre Power) is worn. Otherwise, the user inflicts double normal damage with any weapon, and may throw small boulders (ranges 60/130/200) for 3-18 points of damage.

Heroism: This has *no* effect on a cleric, elf, magic-user, or thief. A fighter, dwarf, halfling, or normal man (or monster!) gains the Hit Dice, hit points, and all abilities of a higher level character (or monster), as follows:

Level	Effect
Normal Man	Becomes a 4th level fighter
1-3	Gain 3 levels or Hit Dice
4-7	Gain 2 levels or Hit Dice
8-10	Gain 1 level or Hit Die
11+	No Effect

All wounds taken during the duration of the potion — including energy drains! — are subtracted from the magically gained hit points and levels first.

Human Control: The user may control up to 6 Hit Dice of humans at once (normal men counting as ½ Hit Die each), similar to the effects of a *charm person* spell. The effect has a 60′ range, and the *charm* lasts only as long as the potion's duration.

Invulnerability: The user's Armor Class and Saving Throws gain a bonus of 2 for the duration of the potion. If used more than once per week, the only effect is sickness.

Longevity: The user immediately becomes 10 years younger. The effect is permanent and does not wear off, and cannot be dispelled.

Plant Control: The user may control *all* plants and plant-like creatures (including monsters) in a 30′ x 30′ area up to 60′ away. Normal plants controlled may entangle victims in their area, but cannot cause damage.

Polymorph Self: The user may change shape (as with the magic-user spell) up to once per round until the potion wears off.

Speed: The user moves twice as fast, may attack twice per round, and performs other actions except spell casting at twice normal speed.

Treasure Finding: By concentrating, the user can detect the direction and distance (but not the amount) of the largest treasure within 360′.

Undead Control: The user may control up to 18 Hit Dice of Undead monsters. The undead will be hostile when the control ends.

e. SCROLLS

To use a scroll, there must be enough light to read by, and the scroll must be read aloud. A scroll (or, for spell scrolls, each spell) may only be used once; the words disappear as they are read aloud. Only magic-users and elves may use magic-user scrolls, and a *read magic* spell must be used first, to discover the contents of each scroll. Only clerics may use clerical spell scrolls, but they need no magical aid to discover the contents. Anyone may use protection scrolls and treasure maps.

Spells: A scroll of spells may only be used by the character class which matches the spells on the scroll. The type of spells (cleric or magic-user), the exact spells themselves, and the level of each spell may be selected or determined randomly.

Protection Scrolls: A protection scroll may be read by any character who can read the Common language.

Protection from Elementals: This scroll creates a circle of protection (10′ radius) around the reader. No elemental can attack those within the circle unless attacked first in hand-to-hand combat. Once attacked, an elemental may attack in return. The effect lasts for 2 turns and moves with the reader.

Protection from Magic: This scroll creates a circle of protection (10′ radius) around the reader. No spells *or* spell effects (including those from items) may enter or leave the circle. The effect lasts for 1-4 turns, moves with the reader, and may not be broken except by a magical wish.

Treasure Maps: Each map shows a route to the location of a treasure in a dungeon or a wilderness area. The treasure is usually hidden or protected by monsters, traps, and/or magic. Normal treasure contains no magic items, but a Magical treasure may include some coins and a few gems of low value. A Combined treasure has both magic and valuable gems or jewelry, and a Special treasure should mention (on the map) at least one permanent item, such as a Staff or Sword. The DM should prepare several treasure maps before the game.

f. RINGS

The ring must be worn on a hand to have the given effect, but may be carried and put on when desired. Any ring may be used once per round unless noted otherwise. No more than 2 magic rings may be worn at the same time.

Delusion: The wearer will believe this to be any one other ring (roll again). However, it has no real effect. The wearer will not be convinced otherwise until a *remove curse* is used to dispel the enchantment!

Djinni Summoning: The wearer may summon one djinni to serve for up to one day. The djinni will only serve and obey the person wearing the ring when it is summoned. The ring may be used once per week at most.

Human Control: This is the same effect as the potion of the same name. The effect lasts until cancelled by the wearer of the ring, or until the ring is removed, or until a *dispel magic* spell removes the *charm.*

Plant Control: This has the same effect as the potion of the same name, but only lasts as long as the wearer concentrates.

Protection +1, 5′ radius: This ring improves the wearer's Armor Class and Saving Throws by 1 (as a normal ring +1), but also gives the same bonus to all creatures within 5′ — both friend and foe!

Regeneration: The wearer regenerates lost hit points at the slow rate of 1 per turn. The ring also replaces lost limbs; a finger will re-grow in 24 hours, and a whole limb can be replaced in 1 week. The ring will not function if the wearer's hit points drop to 0 or less. Fire and acid damage cannot be regenerated.

Spell Storing: When found, this ring has 1-6 spells stored within it. Those exact spells are the limit of the ring's powers, and cannot be changed. When the ring is put on, the wearer magically knows what spells are stored and how to use them. After a spell is used, it may be replaced by a spell caster, who must cast the replacement spell directly at the ring. The ring will not absorb spells thrown at the wearer. The spells in the ring have the duration, range and effect equal to the lowest level needed to cast them. The DM should select the type of spells in the ring; about 20% of these rings contain clerical spells.

Spell Turning: This ring reflects 2-12 spells back to their casters, so the wearer is not affected. Only spells are reflected, not spell-like powers of monsters nor spell-like effects from items.

Telekinesis: The wearer may move up to 2,000 cn of weight by concentration alone.

Wishes: A ring of wishes is an extremely powerful item. Wishes must be handled very carefully by the DM and the players alike.

X-ray Vision: The wearer may see a distance of up to 30′, even through a wall and into the space beyond, by standing still and concentrating. The effect may be blocked by gold or lead. The wearer can inspect one 10′ x 10′ area per use (which requires a full turn), and will be able to see any traps or secret doors in the area examined. Any items less dense than stone (such as cloth, wood, and water) can be more easily seen through, to a range of 60′. The ring may be used one turn per hour at most.

g. WANDS, STAVES, AND RODS

A rod may be used by any character class, but a staff can only be used by a spell caster (sometimes restricted to a specific type), and a wand can only be used by a magic-user or elf. A wand normally has 2-20 charges when found, and a staff 3-30. Each use of a power costs 1 charge unless noted otherwise. Each item may be used once per round at most.

Staff of Commanding(s): This item has all the powers of the rings of animal, human, and plant control.

Staff of Power (m): This item can be used as a staff of striking, and can also be used to create any of the following magic-user spell effects (each doing 8-48 points of damage): *fire ball, lightning bolt, ice storm.* It can also create a *continual light* effect, or move 2,400 cn of weight by *telekinesis,* as the ring.

Staff of Striking(s): This weapon inflicts 2-12 points of damage per charge if the hit is successful. Only one charge may be used per strike.

Staff of Withering (c): One hit from this item ages the victim 10 years. One or two hits will be fatal to most animals and harmful to many humans. Elves may ignore the first 200 years of aging, dwarves may ignore the first 50 years, and halflings may ignore the first 20 years. Undead are not affected by this item.

Staff of Wizardry (m): This staff +1 has all the powers of a Staff of Power, plus the magic-user spell effects of *invisibility, passwall, web,* and *conjure elemental.* It may also be used to create a whirlwind (as if from a djinni) or shoot a cone of paralyzation (as the wand). In addition, the user may break the staff, which releases all of its power at once. This *final strike* is an explosion which inflicts 8 points of damage per charge remaining in the staff. *All* creatures within 30′ (including the user!) take damage, (but may make a Saving Throw vs. Staff for half damage).

Wand of Cold: This creates a cone of cold, 60′ long and 30′ wide at the far end. All within the cone take 6-36 points of cold damage, but may make a Saving Throw vs. Wands for ½ damage.

Wand of Fear: This creates a cone of fear, 60′ long and 30′ wide at the far end. All within the cone must make a Saving Throw vs. Wands or run away from the user (at 3 times the normal rate) for 30 rounds.

Wand of Fire Balls: This creates a *fire ball* effect (as if using the magic-user spell) up to 240′ away. All victims take 6-36 points of fire damage, but may make a Saving Throw vs. Wands for half damage.

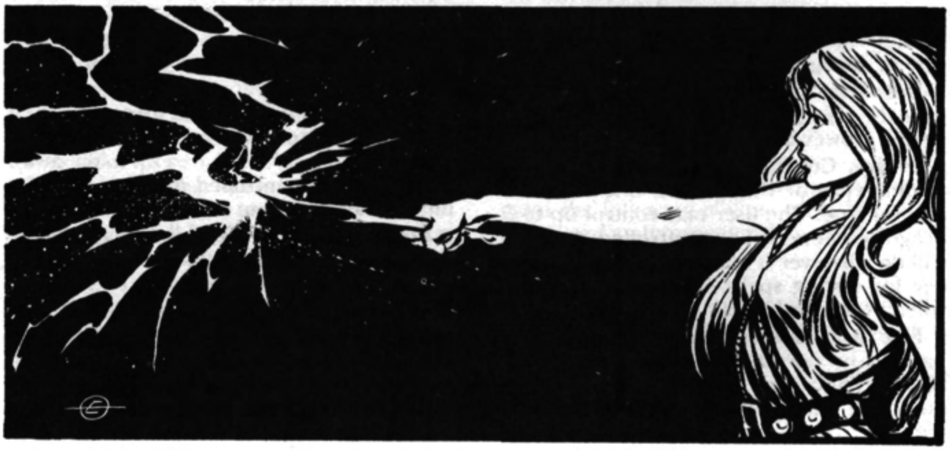
Wand of Illusion: This creates a *phantasmal force* effect (as if using the magic-user spell). The user must concentrate on the illusion to maintain it, but may walk at ½ normal movement rate while doing so.

Wand of Lightning Bolts: This creates a lightning bolt (as if using the magic-user spell) starting up to 240′ away, and 60′ long from that point. The victims take 6-36 points of electrical damage, but may make a Saving Throw vs. Wands for ½ damage.

Wand of Metal Detection: This will point toward any type of metal named if within 20′ and if 1,000 cn or more in weight. The user cannot detect the amount of metal.

Wand of Negation: This wand can be used to cancel the effects of one other wand or staff. If the other effect has a duration, the negation lasts for one round.

Wand of Polymorphing: This wand creates either a *polymorph self* or *polymorph other* effect (as if using the magic-user spells). The user must state which effect is desired. An unwilling victim may make a Saving Throw vs. Wands to avoid the effect.



Wand of Secret Door Detection: The user may find any secret door within 20′, using one charge per secret door found.

Wand of Trap Detection: This wand will point at all traps within 20′, one at a time, at a cost of 1 charge per trap.

g. MISCELLANEOUS MAGIC ITEMS

Each of these items may be used by any character class, and up to once per round, unless noted otherwise. Most of the given effects either work automatically or are activated by concentration alone.

Amulet vs. Crystal Balls & ESP: The wearer of this item is automatically protected from being spied on by anyone using a crystal ball or any type of ESP.

Boots of Levitation: The wearer may *levitate* (as if using the magic-user spell). There is no limit to the duration.

Boots of Speed: The wearer may move as fast as a riding horse (240′ per turn) for 12 hours, after which the wearer must rest for one full day.

Boots of Traveling and Leaping: The wearer needs no rest during normal movement. The wearer may also jump, to a maximum height of 10′ and a maximum length of 30′.

Broom of Flying: When verbally commanded, the broom will carry its owner through the air at 240′ per turn. One other person (or up to 2,000 cn of baggage) may also be caught, but the broom slows to 180′ per turn.

Crystal Ball with Clairaudience: This works like a standard crystal ball, but with the added power to listen to noises through the ears of a creature in the area viewed.

Crystal Ball with ESP: This works like a standard crystal ball, but with the added power to listen to the thoughts of a creature viewed.

Displacer Cloak: This item warps light rays; the wearer is actually 5′ away from the visible location. The cloak gives a bonus of +2 to the wearer's Saving Throws vs. Spell, Wand/Staff/Rod, and Turn to Stone. Hand-to-hand attacks on the wearer are penalized by −2 on the Hit rolls, and most missile fire will automatically miss.

Drums of Panic: These large kettle drums have no effect on any creatures within 10′ of them. When used, all creatures 10′-240′ away must make a Saving Throw vs. Spells or run away from the user for 30 rounds (at full running movement rate). No Saving Throw is needed if the Morale system is used, but each creature must make a morale check instead, with a penalty of +2 to the roll.

Efreeti Bottle: This item is a large, heavy sealed jug about 3′ high. If the seal is broken and the stopper pulled, an efreeti will come forth to serve the opener once per day for 101 days (or until slain). The creature will return to its home (the fabled City of Brass) after its term of service is ended. It will serve no one but the person opening the bottle.

Elemental Devices (Bowl, Brazier, Censer, or Stone): Each of these items may be used only once per day. The bowl is the largest (3′ in diameter), and the stone is the smallest (6 inches across). Each item requires 1 turn to use. Each item will summon a "device" elemental (of the type given), and will allow the user to control it, subject to normal rules for elemental control.

Flying Carpet: This item can carry one passenger at up to 100′ per round (300′ per turn), two at 80′ per round, or three at 60′ per round. It will not carry more than 3 passengers and their equipment.

Girdle of Giant Strength: This item gives the wearer the same chances to hit as a hill giant. The wearer inflicts 2-16 points of damage per hit. (If the Variable Weapon Damage system is used, damages are double normal instead of 2-16.)

Helm of Reading Languages and Magic: The wearer is able to read any writing, regardless of the language or magical properties of the script. This does not allow characters to use spell scrolls unless they can do so normally. This helm is fragile, however, and will be destroyed if the wearer is killed. Any hit on the wearer might (10% chance) destroy the helm.

Helm of Teleportation (m): The wearer may *teleport* (as with the magic-user spell, including chances of error), or may try to teleport another creature or item. An unwilling victim may make a Saving Throw vs. Spells to avoid the effect. After one use, the helm will no longer function. If a *teleport* spell is then cast upon it, the user may then teleport as often as desired, up to once per round, without using any "charges." However, whenever the helm is used to teleport another item or creature, it again becomes useless, requiring another *teleport* spell to reactivate it.

Horn of Blasting: This creates a cone of sound, 100′ long and 20′ wide at the far end, when blown. Victims within this area take 2-12 points of damage, and must make a Saving Throw vs. Spells or be deafened for one turn. The DM must decide how much damage the horn will do to objects; for example, the horn may have to be blown three times to destroy a 10′ section of castle wall, but a wooden cottage may be flattened with a single blast. The horn may be blown once per turn at most.

Medallion of ESP (90′): This item allows the user to listen to another's thoughts (as if using the magic-user spell), to a 90′ range.

Mirror of Life Trapping: This unique item stores man-size or smaller creatures indefinitely. Any such creature who looks into the mirror must make a Saving Throw vs. Spells or be sucked into it (complete with equipment)! The mirror can store up to 20 creatures; when full, no more can be trapped. Creatures trapped in the mirror do not age or need food or air, but are completely powerless. Anyone can talk with the creatures trapped in the mirror (if they speak the same language). If the mirror is broken, all the creatures trapped within are immediately released.

Scarab of Protection: This automatically absorbs any curse (whether by spell, scroll, or other effect). It will also absorb a *finger of death* (a cleric's *raise dead* spell, reversed). The scarab will work 2-12 times before becoming worthless.

Epilogue

Finding treasures is not an end in itself. Beyond the riches you find, there is the growing personality, the player character, you have created. Once weapons are purchased, retainers hired, and maps translated, money disappears, but there is always more for the brave heart and the strong swordarm, for the intrepid adventurer who does not mind personal hardship and the presence of danger — there is adventure!

The end of a rule book is not an end, but a beginning. It is the opportunity to create your own adventures using the tools you learned while leafing through these bits of gaming knowledge. Armed with imagination and creativity, you can participate in one of the many adventures prepared for gamers who love D&D®. Rules, after all, are only jumping off places for your adventures. You have not ended the fun, you have just begun to spy the distant hills of gold, the seas of adventure which lie before you in the many worlds of Dungeons and Dragons®. You can now open doors to distant vistas of role-playing pleasure, and the challenge of exciting new horizons.

Get ready to open Module X-1!

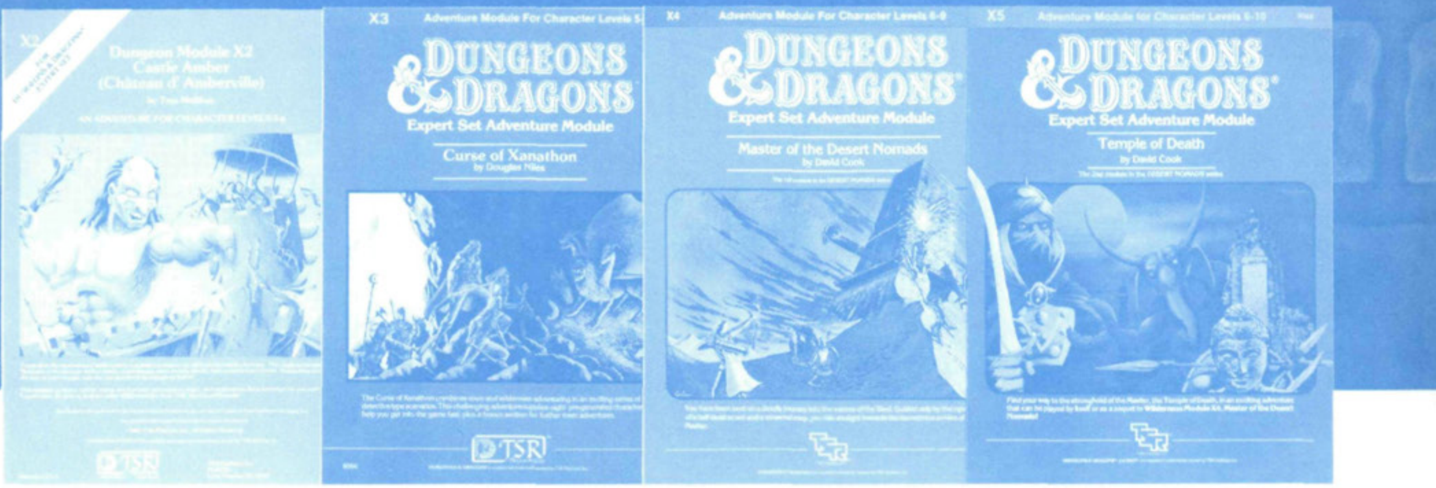
The tang of the air changes. Gentle breezes threaten to become storm winds. Something hangs on the far horizon, a darker black line where the blue of sea and sky meet. Sailing closer, the black line becomes more distinct, breaking itself into irregular shapes of misty mountains and darkened forests. A seagull cries, either taunting you to go ahead, or warning you to turn around and seek safer harbors.

Nearing the island, the sea breaks mightily on the shore, the thunder of the crashing waves sounding like distant war drums of ghostly soldiers. Rocks and reefs snap at your vessel like the teeth of a ravenous sea serpent as you sail closer.

Night comes, and with it, slender tendrils of fog glide seaward from the deserted shore like spectral fingers of long dead thieves. The clammy fog soon covers your ship, putting a dark gray blanket over your eyes and high spirits. Soon, no one laughs or talks aloud. The only sound you hear above the drumming of the waves is the breeze flapping your sail like the wings of a monstrous bird of prey. Eyes straining, you try to see past the heavy fog to the land which lies beyond. In the dark, a seagull again sounds its scary warning, and the cool air makes you shiver — surely this must be the Isle of Dread!

Open X-1 and begin your adventure...

OPEN DOORS TO LIFE BEYOND THE DUNGEON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Dungeon Module X2
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Expert Set Adventure Module
Curse of Xanathon
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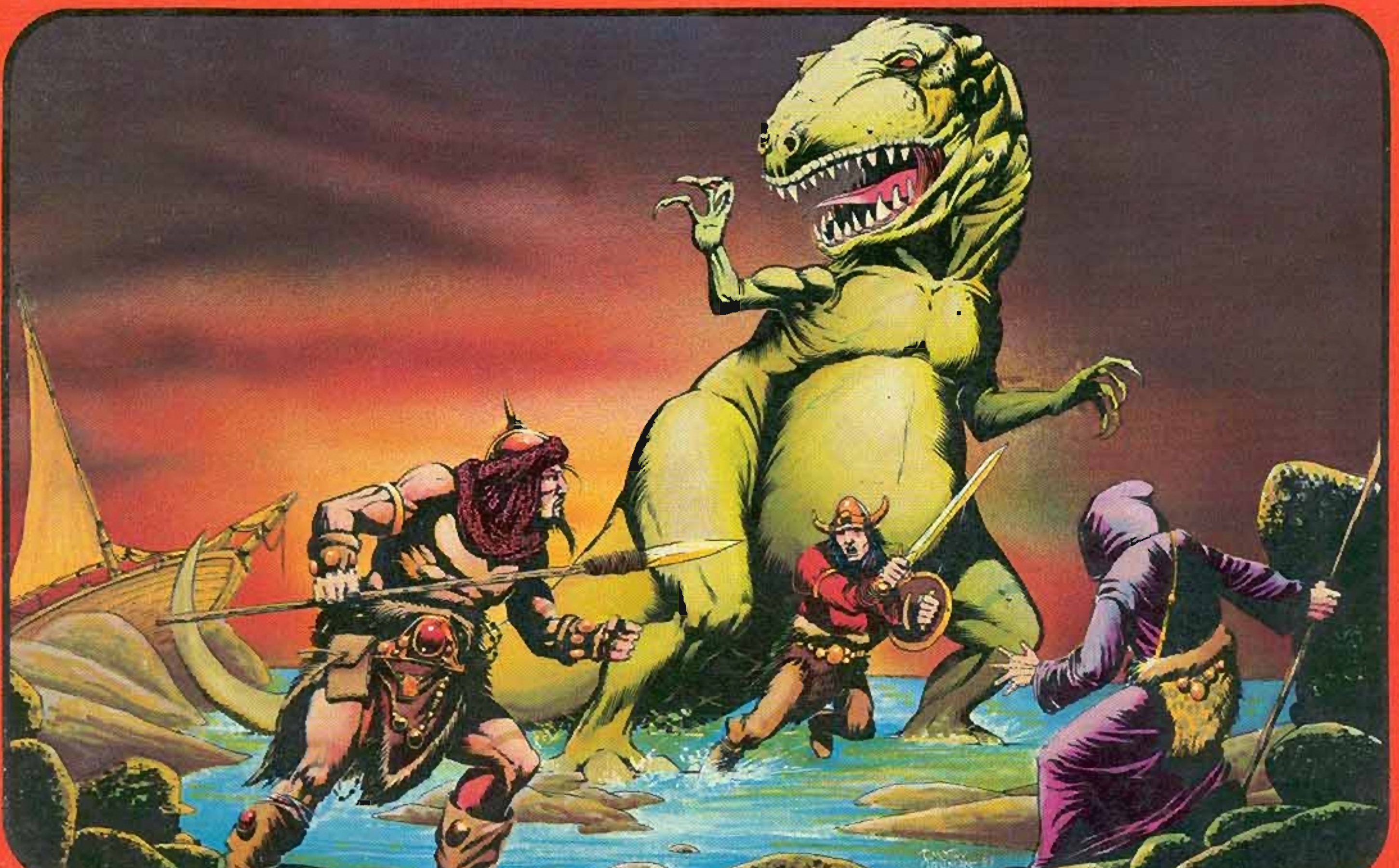
Expert Game Adventure

The Isle of Dread

by David Cook and Tom Moldvay



The Isle awaits! Will you be able to find the lost plateau and discover the secrets of — the Isle of Dread? For character levels 3-7

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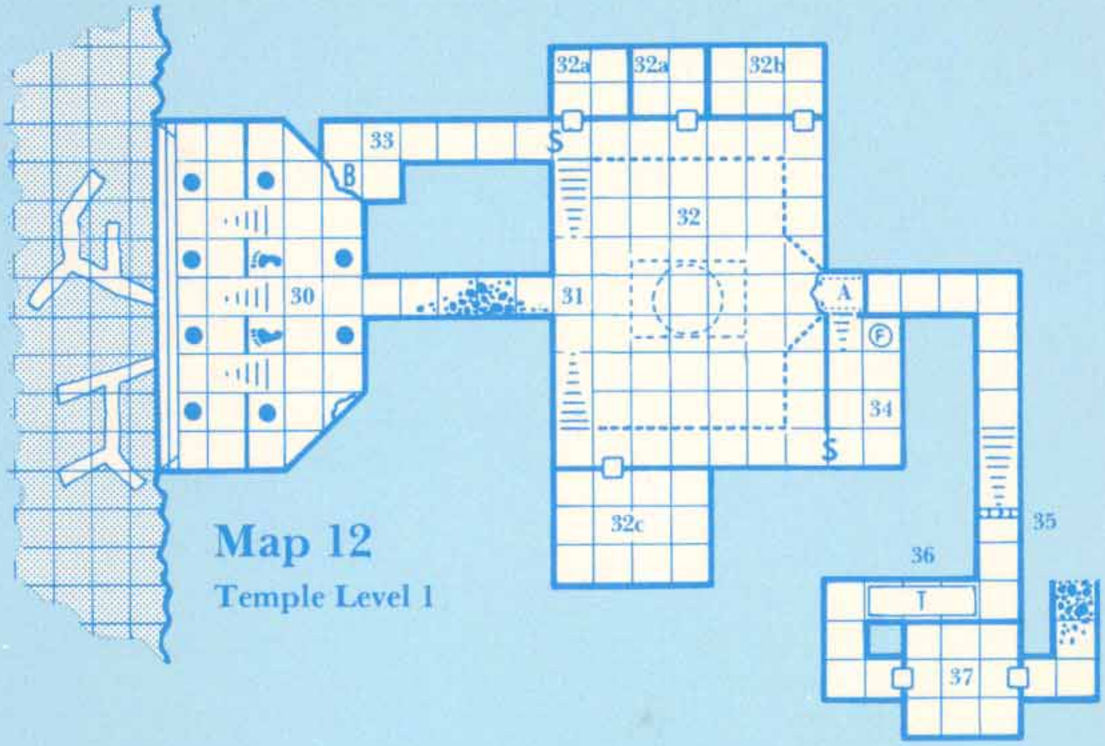
Taboo Island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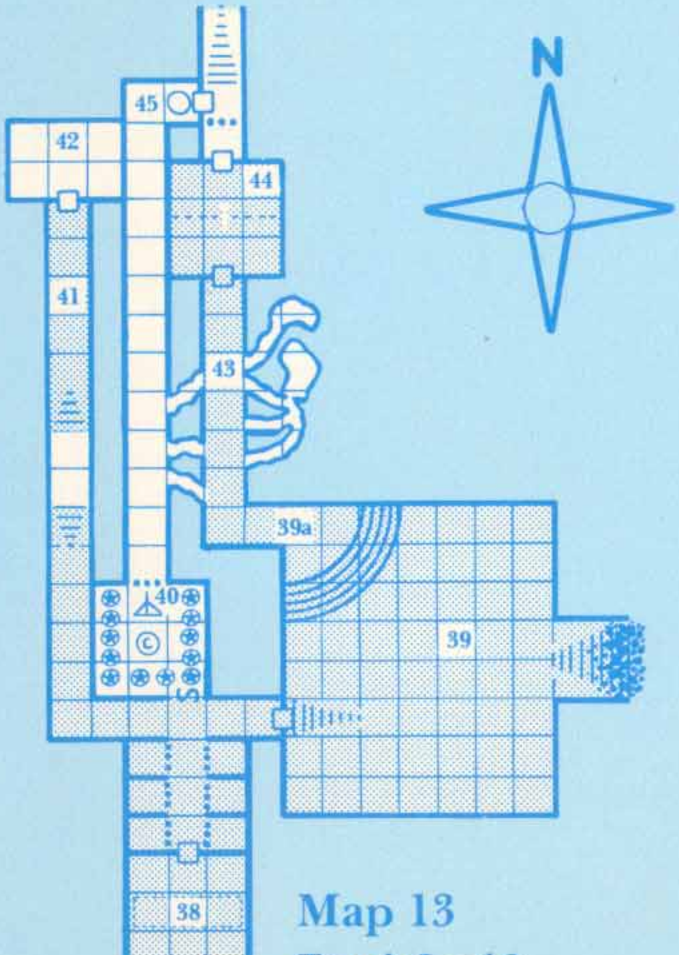
Temple Level 1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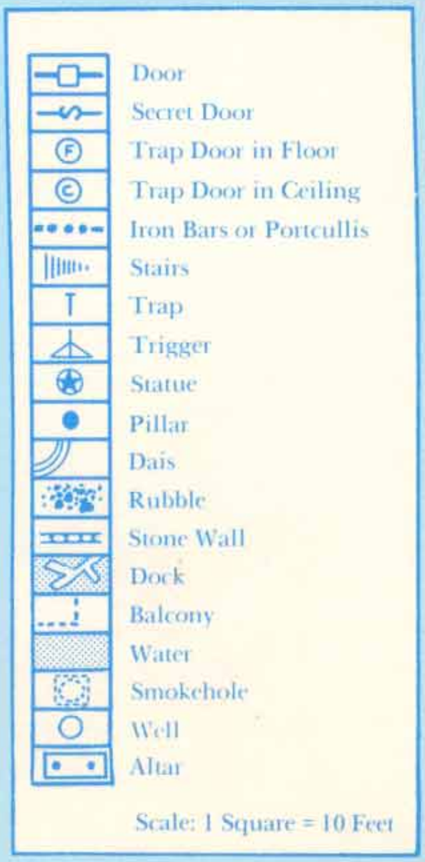
Door
Secret Door
Trap Door in Floor
Trap Door in Ceiling
Iron Bars or Portcullis
Stairs
Trap
Trigger
Statue
Pillar
Dais
Rubble
Stone Wall
Dock
Balcony
Water
Smokehole
Well
Altar
Scale: 1 Square = 10 Feet

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DUNGEONS & DRAGONS®

The Isle of Dread

by David Cook and Tom Moldvay

Expert Set Game Adventure X1

Editing: Tim Kilpin
Art: Timothy Truman

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Preface

The harrowing ocean voyage was exhausting enough. Now you are faced with a dark island that could well be filled with cannibals!

A tattered, old ship's log is your only clue to the riches that may lie beyond the isle's quiet shores.

Rumors of great wealth brought you here, but the thrill of adventure sustains you as you work your way inland, slashing through dense jungles and murky swamps in search of a lost plateau and the great black pearl.

The Isle of Dread is a wilderness adventure designed for use with the D&D® Expert rules. The module includes both wilderness and dungeon encounters, complete maps, new monsters, and background for further adventures.

The player characters begin their adventure by picking up on the trail left by a long-dead explorer. Rumors of great wealth and adventures lure the characters across the ocean to a tiny island — known to its natives only as the Isle of Dread.

Once they land, the characters move inland in search of an ancient temple built upon a lost plateau. Hidden within the ancient temple are the secrets of the natives' ancestors — and the wealth hinted at in the old explorer's logs.

But the characters are not alone in the temple! The evil kopru make their home here, in boiling geysers and mud pits deep beneath the temple.

Can the characters defeat the kopru and escape the temple, or will they fall prey to the kopru's deadly charm? The Isle of Dread awaits!

A Wilderness Adventure for Character Levels 3-7

9043

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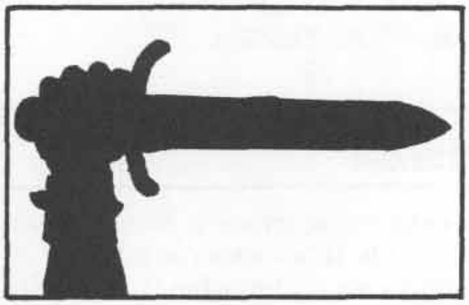

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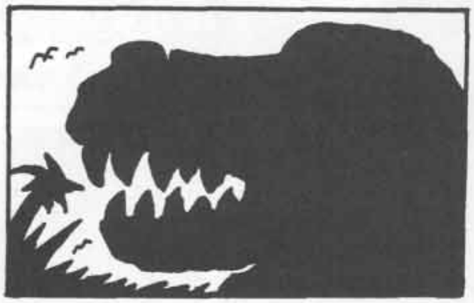

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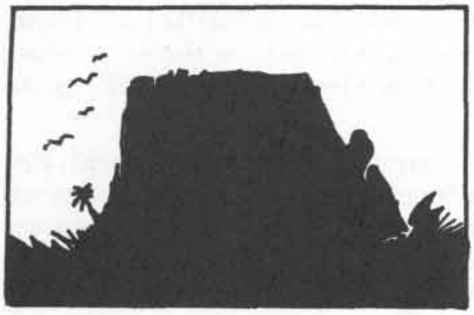

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"Unfurl the sails and pray, mateys!"

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Do you have any questions or comments? Our designers and editors can help. Send your questions to:

D&D® Questions, c/o
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POB 756
Lake Geneva, WI 53147

Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

PREPARING FOR THE ADVENTURE

About this module

The Isle of Dread is a wilderness adventure designed to help you plan your own wilderness settings and adventures. While the D&D® Expert rule book contains most of the information you will need to design this type of adventure, this module is another tool. It is a graphic example of what a wilderness adventure may be.

Before beginning play, you should read the entire module carefully and become completely familiar with it. Much of the information given in the encounter descriptions is for your use only, and should be revealed to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps provided.

There are three main areas of adventuring on the Isle of Dread: the general island, the central plateau, and Taboo Island. Each area has its own section, complete with encounter descriptions, wandering monster tables, and maps.

Encounter maps

Several maps of encounter areas have been provided with the module. In most cases, one map shows the general outline of an area, while other smaller maps show greater details of that same area. Maps are numbered from 1 to 14 for easy reference. You may use these maps as given, alter them slightly, or create all new maps for the encounters. For example, when using Maps **3** and **4** (General Cave Lairs), you may want to add new creatures or secret chambers.

Statistics and abbreviations

Monster statistics are listed in the following order:

Monster/NPC Name: Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of Attacks per round; Damage per attack; Save As: Class/Level; Morale; Alignment; and Abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used in this module:

ABBREVIATIONS

AC = Armor Class
HD = Hit Dice
hp = hit points
# = Level
MV = Movement
#AT = number of attacks
D = Damage
Save = Save As
ML = Morale
AL = Alignment
C = Chaotic
L = Lawful
T = Thief

N = Neutral
S = Strength
I = Intelligence
D = Dexterity
W = Wisdom
C = Constitution
Ch = Charisma
EG = Ego
C = Cleric
D = Dwarf
MU = Magic-user
NM = Normal man

The party of adventurers

This module is designed for a party of 6-10 characters. Each character should be between the 3rd and 6th level of experience when the adventure begins. The party should have a total of 26-34 levels, 30 being best. Furthermore, the party should have at least one magic-user or elf, and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the makeup of the party.

Be careful to give the characters a reasonable chance of survival. Try to be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking unreasonable risks, they must be willing to pay the penalty. Everyone should cooperate to make the adventure as fun and exciting as possible.

Wandering monsters

Tables for wandering monsters are given in each major encounter section (except in the Taboo Island Adventures section, where no wandering monster encounters occur).

If you have discovered that an encounter is going to take place in a specific turn, determine the exact monster by rolling d% (percentage dice) on the appropriate table.

The wandering monster tables have been set up for this module so that appropriate monsters will appear in certain areas or terrains. If you feel that the monster rolled still does not logically belong in the terrain the characters are in, roll again or choose a different wandering monster.

If the monster rolled is either much too strong or much too weak for the characters, you may change the number of monsters appearing, or you may reduce the monster's hit points to provide a more balanced encounter.

When describing wandering monster encounters, don't rely just on sight. Use all five senses to give the players the mood or feel of an encounter. For example, the characters may first hear a monster crashing through the underbrush, or find its tracks, rather than just meeting the monster face-to-face. This is a good way to "signal" characters that an encounter may be too difficult for them to handle. Also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.

BEGINNING THE ADVENTURE

The continent (Map 6)

In the center of this module is a large-scale wilderness map that shows the southeastern portion of a continent and the northern islands of an archipelago (a cluster of islands). The Isle of Dread is located in this archipelago. This map should be used for the characters' overseas journey to the isle.

The continent map also serves as an example of a large-scale wilderness design. You may want to base dungeon and wilderness adventures on this map, or you may expand the map by designing wilderness areas where the map leaves off.

Following is a key of the areas mentioned on the map. The key gives only a brief background of most areas. You may "flesh out" individual encounter areas with your own information.

To read the map of the continent, start at the top and read from left to right.

Continent map key

Principalities of Glantri: Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the princely stewards and the various local councils of elders. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they select one of their number as "dictator," who serves for one year.

Ethengar Khanate: The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. The clans usually raid and quarrel with each other, but a powerful leader (khan) occasionally emerges to unite the entire Ethengar people into a strong "nation." However, when a khan dies, there is rarely an heir strong enough to hold the Ethengar together. Their nation then breaks apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Maygars, Turks, and so on).

Heldann Freeholds: The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people of the northeastern kingdoms, but, among themselves, they acknowledge no ruler higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarldoms: Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarls").

The people of these kingdoms highly value individualism, physical strength, and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships. Their culture resembles that of the vikings.

The Broken Lands: The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild, and is inhabited mainly by outcasts and monsters.

Rockhome: Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintained a road through the mountains for caravans. They charge toll from all who pass.

Republic of Darokin: This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Streel river, the eastern caravan route, and sea trade filtering in through the Malpheggi swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim: As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would normally be. The Republic of Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam: Ylaruam is built in the midst of the largest oasis in the Alasiyan desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, and Samarkand.

Atruaghin Clans: These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to have descended from the ancient hero Atruaghin. If threatened by war, they unite temporarily under an elected leader.

The Five Shires: This is the homeland of the halflings. The area is ruled by a council of five sheriffs; each controls a shire. Four times a year the sheriffs meet at a great feast and decide shirewide policy by vote.

Grand Duchy of Karameikos: This part of the continent is a wild and unsettled land claimed by Duke Stefan Karameikos the Third. In reality, little of the land is under the duke's control. Large areas are overrun by monsters and hostile humanoids. For a more detailed description of the Duchy of Karameikos, see the D&D® Expert rule book.

Kingdom of Ierendi: This kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds: The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied with Thyatis.

Empire of Thyatis: The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, making the city a major trade center. Trade routes for this area are given in the D&D® Expert rule book. The Thyatic culture is similar to the culture of the medieval Byzantine empire.

Thanegioth Archipelago: The archipelago is a cluster of islands about 1,000 miles from the coast of the main continent. What little knowledge that is available about Thanegioth is buried in myth and superstition.

Weather and climate

The general weather patterns of this part of the continent move from west to east.

Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farmlands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

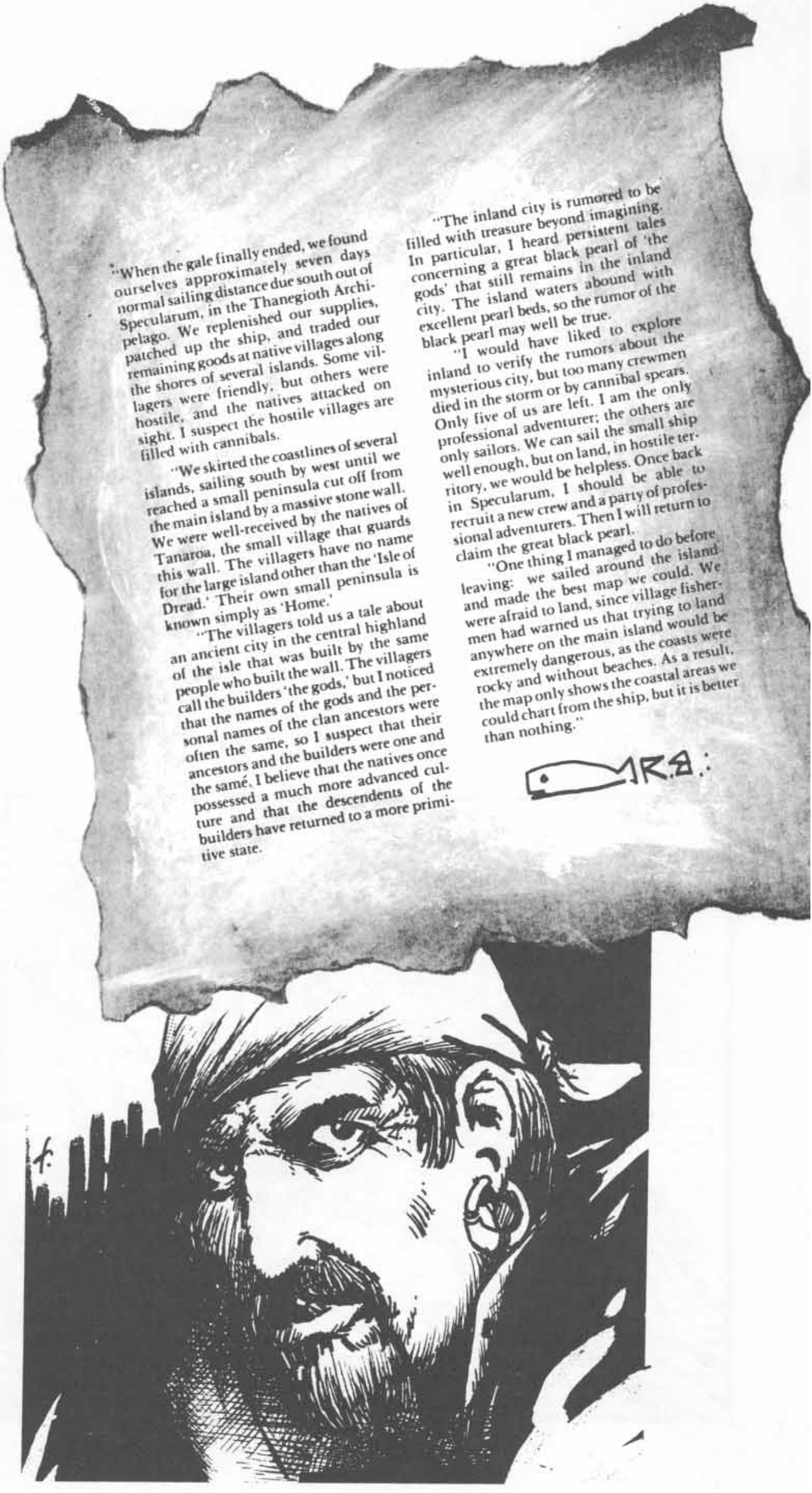
The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Sea islands and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate; the winters here are mild. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate in the Ethengar steppes is mild in the summer, but cold and bleak in the winter. This climate is similar to the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast; it is similar to Denmark's climate.

Adventure background

Finding the scrolls

Several weeks ago, a party of adventurers was returning from a previous quest when they discovered a cache of scroll-papers. The scroll-papers were made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the adventurers were caught in a sudden rainstorm, and the entire cache was drenched. When the adventurers returned to Specularum, they discovered that none of the scrolls was magical. Still, magic-users can always use good paper for spell research and for writing their spell books, so the adventurers carefully spread the paper in front of a fire to dry out. Much to their surprise, the adventurers found that as the paper dried, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log. Give the players the tear-out copy of the ship's log provided on the third panel of the module cover. An imcomplete map of the Isle of Dread is also included on the third panel of the module cover. The players may use that map to chart the island as they explore it. You may read the following boxed text to the players, or you may let them read it themselves from their copy of the log.



"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendents of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

RB

The ship's log is signed by Rory Barbarosa, a well-known adventurer and sea captain who died about 30 years ago. A little research in local taverns reveals to the characters that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the characters can track down about the Thanegioth Archipelago tends to confirm the account. (You should make up suitable rumors as needed.)

Preparing to set sail

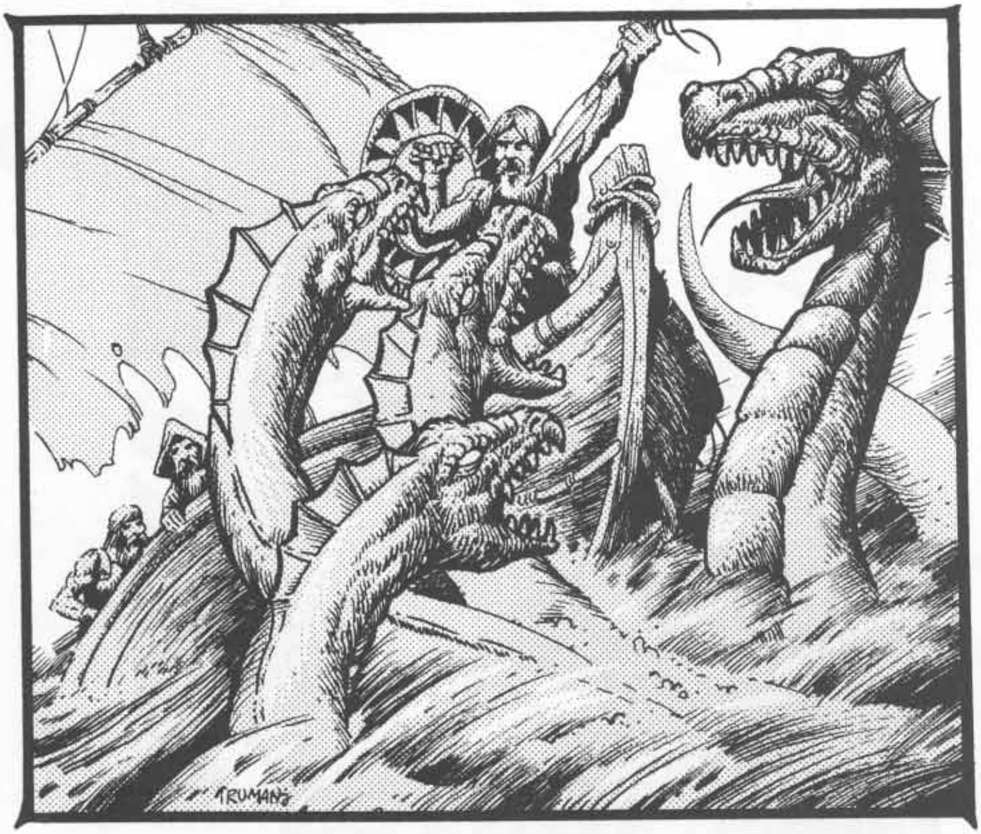
The characters begin the adventure in Specularum, which is in the Grand Duchy of Karameikos.

The characters must acquire a ship or passage to the Isle of Dread. Most parties should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, arrange matters so that the characters are able to get a boat or small ship that can sail the ocean. Following are some ideas on how the characters might acquire a ship:

- Have a merchant hire the party to investigate the island. The characters will receive free passage, but must split any treasure 50-50 with their employer. You might alter this scenario by allowing the characters to convince a merchant to open up a new trade route to the Thanegioth Archipelago.
- Allow the characters to buy an old, decrepit boat.

  Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of a new boat are both multiplied by this percentage, giving lower values for the party's boat. Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat sinks.

  EXAMPLE: The characters buy an old sailing boat for 500 gp. A new boat would normally cost 2,000 gp. Divide 500 by 2,000. The resulting percentage is 25%. Hull value for a new sailing boat is 20-40, 30 being the average. Multiply 30 by 25%. The resulting hull value for the party's boat is 7.5. Speed (in feet per round) for a new sailing boat is 120. Multiply 120 by 25%. The resulting speed for the party's boat is 30 feet per round.
- Allow one character to inherit a boat. If you use this idea, make sure the boat is no larger than a small sailing ship. The ship should not have a lifeboat. Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited ship cannot leave port until the tax is paid.
- Let the characters borrow the money to buy a boat. Interest should be at least 10% per month. The loan must be repaid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user, who sends an invisible stalker to attack any character who has not paid his share of the loan by one week after the due date.



The voyage to the isle

During the characters' voyage from Specularum to the Isle of Dread, use the wilderness rules and the Ocean Encounter Tables from the D&D® Expert rule book. You should check for an ocean encounter at least once per day while the party sails toward the isle. A 6 rolled on 1d6 indicates that an encounter takes place.

Remember to check for weather once each day. Roll 2d6. A roll of 2 means there is no wind, and a roll of 12 means there are gales or fierce storms. Check the D&D® Expert rule book for effects of these weather checks.

Check once per day during the voyage to see if the party becomes lost. A roll of 1 or 2 on 1d6 indicates that the party is lost. The D&D® Expert rule book lists what you should do when the party becomes lost.

If the party's boat enters a reef area, it takes d% points of hull damage.

In spite of these hazards, remember that the characters should still reach the Isle of Dread. Keep this in mind when balancing encounters, weather checks, and checks for becoming lost.

GENERAL ISLAND ADVENTURES

Once the characters reach the Isle of Dread (Map 1), they probably land at one of the native villages on the southeastern peninsula. Details of these villages are given in the description of the village of Tanaroa (encounter area 1).

From these villages, the characters may move inland. They may map 1 hex of terrain in every direction when they pass through a hex (7 new hexes maximum). If the terrain in the hex is mountainous or covered with dense foliage, the party's sight will be blocked, and mapping will be difficult. In these instances, you must decide how many new hexes the characters are able to map.

Maps for general island encounters

You will need the following maps to run encounters on the general island:

Map 1: The Isle of Dread
Map 2: Village of Tanaroa
Map 3: General Cave Lair 1
Map 4: General Cave Lair 2
Map 5: Pirate Lair
Map 7: Rakasta Camp
Map 8: Aranea Lairs
Map 9: Phanaton Settlement

All of the numbered encounters in this section may be found on Map 1. Many of the encounters, however, have their own, more detailed maps. These maps are listed at the beginning of the specific encounter descriptions.

Wandering monsters

Wandering monsters should be checked for twice a day: once in the daylight hours, and once at night. For the night check, subtract 1 from the dice roll, as most of the wandering monsters are inactive at night. Consult the wilderness encounter tables in the D&D® Expert rule book to determine if wandering monsters are encountered in a specific terrain type.

The exact monster is determined by rolling d% on General Island Wandering Monster Tables 1, 2, or 3. If the characters are adventuring on the southern peninsula south of the Great Wall, or if they are exploring the southeastern islands, use Table 1. If the characters are adventuring on the main isle south of the central river, or if they are exploring the southwestern islands, use Table 2. If the characters are adventuring north of the central river, or if they are exploring the northern islands, use Table 3.

TABLE 1
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-02	Bee, Giant	2-8
03-05	Dryad	1-6
06-29	Ghoul	1-6
30-32	Human*	2-12
	*Living Statues***	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	Lizards, Giant	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	Lycanthropes	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werebear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	Snakes	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	Spiders, Giant	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarantella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie+	2-12

* These humans will probably be the natives who live on the island. For information on creating native encounters, see p. 29.

** When Living Statues are rolled as wandering monsters, there is a 50% chance they will be alive, and a 50% chance they will only be normal statues.

+ Zombies will attack strangers on sight, unless the strangers look like natives. Zombies will only attack natives when their master has commanded them to do so.

TABLE 2
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-03	Aranea*	1-6
04-08	Bear, Cave	1-4
09-10	Cat, Great: Sabre-tooth Tiger	1-2
11	Centaur	1-6
12	Cyclops	1
13-17	Dire Wolf	1-6
18	Dragon, Black**	1
19	Dragon, Green**	1
20	Dragon, Red***	1
21-22	Dryad	1-6
23-27	Elk, Giant*	1-3
28-33	Grangeri*	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Elephant, Prehistoric	1
50-54	Megatherium*	1
55-60	Neanderthal	2-8
61-65	Phanaton*	4-16
66-71	Phororhacos*	1-6
72-75	Rakasta* (+ Sabre-tooth Tiger)	1-2
76-77	Roc	1-2
78-84	Rock Baboon	2-8
85	Treant	1
86-93	Triceratops	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

* New monster, see description at end of module.
** Not older than average age.
*** Young red dragon only, 7 or 8 HD.

TABLE 3
GENERAL ISLAND
WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-06	Allosaurus*	1
07-14	Ankylosaurus*	1
15-21	Brontosaurus*	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon*	1
35	Dragon, Black**	1
36	Dragon, Green**	1
37	Dragon, Red***	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus*	1
54-61	Pteranodon	1-3
62-68	Roc	1-2
69-76	Trachodon*	1
77-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

* New monster, see description at end of the module.
** Not older than average age.
*** Young red dragon only, 7 or 8 HD.

General island encounters

1. VILLAGE OF TANAROA (Use Map 2.)

The village of Tanaroa stands in a clearing at the edge of the jungle. Looming up just to the north of the village is a 50-foot high wall built out of huge stone blocks. The wall stretches for 2 miles across the thin neck of land that joins the southeastern peninsula with the main island.

Evenly spaced along the wall are 28 square towers, each 100 feet to a side and 70 feet tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40 feet wide, 40 feet tall, and 5 feet thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. The wall is known to the natives of the village as the Great Wall.

A cleared trail leads into the village from the south, winding through Tanaroa and continuing north through the gates into the jungle beyond. The trail circles four groups of huts. Each group of huts is laid out in a circle, and each group faces a central graveyard. The backs of the huts face the encircling path. Each group of huts is made of wood and roofed with interwoven palm leaves. The huts are 50 feet long and 20 feet wide. They are raised 10 feet off the ground on wooden stilts.

Each collection of huts represents one clan that lives in the village. The four clans are the Elk Clan on the south, the Hawk clan on the west, the Tiger Clan on the north, and the Sea Turtle Clan on the east. The animal each clan takes its name from is that clan's totem; the members of the clan believe they are blood brothers to that animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. When in battle, each clan has a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. A 10-foot tall leveled pyramid made of earth stands in the center of the hill. The pyramid is faced with stone slabs. Set on top of the pyramid is a huge alarm gong. A square earthen wall, 3 feet high by 3 feet wide, stands around the pyramid. Each side of this wall is 250 feet long.

The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the clans' animals. Pigs, chickens, and goats are kept here. The path continues until it reaches the Great Wall. From there, it passes into the jungle.

A second line of defense stands between the village and the Great Wall: 20-30 feet deep pits filled with 5-10 feet of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. These villages resemble Tanaroa, except for the Great Wall and the tar pit defenses. Each village also has the same four clans. If the party lands at any one of these villages, use this encounter description. The same map may also be used.

Village government and culture: The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages combined is about 2,100.

The seven villages are matriarchies; that is, each village chief is a woman. The natives trace their descent and inheritance through their mothers' side of the family. They also take their mothers' family names as their own.

Although the chief of each village is a female, the leader of each clan is a male. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment." Each village elects a special official to serve as advisor to the chief. This person also acts as the village war leader in times of trouble.

The last important village official is the village Zombie Master (or Zombie Mistress). This advisor is usually a cleric or magic-user of at least 5th level, and heads the village's Cult of the Walking Dead. This cult is a secret society whose members, with the exception of the Zombie Master, wear hooded masks during cult ceremonies. At these ceremonies, the "walking ancestors" are created. (Treat any walking ancestor as the monster zombie in an encounter.) While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The Great Wall north of Tanaroa is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a nonhuman raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

Trading with the villagers: In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, the villagers' small fishing boats are unable to sail out of sight of land. They are also unable to stand up to storms on the open sea. Therefore, if the characters have had the foresight to stock up on trade goods, the villagers greet the characters warmly. Add 2 to the reaction dice roll of the villagers and village chiefs when the characters are received by them.

Furthermore, the characters may sell their trade goods for 100% profit (i.e. they receive back twice what they paid for the goods). The villagers are not terribly wealthy, and may only spend a total of 5,000 gp on the goods brought by the characters.

If the characters are responsible for opening up a new trade route to the isle, they receive experience points equal to the value (in gold pieces) of the goods sold. After the initial visit, the route is no longer unknown, and the profits from any other trips are not counted for experience points.

The characters may use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices, except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, and all transport animals and related objects (such as barding or animal-drawn carts). The only types of water transport available to the party are canoes, sailing boats, and rafts.

Preparing to travel inland: The natives of Tanaroa occasionally visit the tar pits beyond the Great Wall to renew their supplies (the villagers use the tar for waterproofing their boats and roofs). The characters may hire a guide to take them beyond the Great Wall as far as the tar pits. The guide also tells them where it is safe to cross the pits. A guide costs 5 gp per adventure.

The party may also hire 2d6 bearers to carry supplies; however, no bearers travel beyond the Great Wall without a guard force of at least 30 fighters. Bearers cost 1 gp each per adventure. Neither the guide nor the bearers leave the path or go beyond the tar pits at the end of the trail. The natives never hire out as warriors.

2. CROCODILE BAY (Use Map 1.)

Floating just below the surface of the placid waters of this bay are four large crocodiles.

Crocodiles (4): AC 3; HD 6; hp 18, 15, 12, 10; MV 90′ (30′), 90′ (30′) swimming; #AT 1; D 2-16; Save F3; ML 7; AL N

These hungry creatures attack anyone who moves more than 10 feet into the bay. Each of the crocodiles averages 20 feet in length.

3. LAIR OF THE SEA SNAKES (Use Map 1.)

Hundreds of large oysters cover the sea bottom near these broad coral reefs. The oysters are under 20 feet of water. If the characters gather a few, they find 1d4 pearls worth 100 gp each. However, every day the characters dive for pearls (including the first dive), they are attacked by 1d4 sea snakes.

Sea Snakes (1-4): AC 6; HD 3; hp 9, 8, 7, 6; MV 90′ (30′); #AT 1 bite; D 1 + poison; Save F2; ML 7; AL N

Although the number of sea snakes is unlimited, the pearls run out after 14 days of diving.

4. RANDOM ENCOUNTER (Use Map 1.)

For every day the characters are within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS (Use Map 3 or 4.)

As the characters near a crumbling stone cliff, they hear many hoots, grunts, and shrieks. The noises are coming from a 6-foot high opening in the rock wall. A foul stench wafts out of the dark opening, and a tunnel leads back from the opening into darkness.

Living within this cavern complex is a tribe of 15 rock baboons.

Rock Baboons (15): AC 6; HD 2; hp 14 each, 16 for leader; MV 120′ (40′); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Each chamber in the cave has 1d4 baboons living in it, except for the hearth-treasure room, where the leader and the rest of the tribe can be found. None of the chambers is furnished, but large amounts of trash and dung are piled in the corners of each room. Fruit rinds and bones litter the floor.

A gold bracelet worth 700 gp, and a silver-and-amethyst necklace worth 1,300 gp may be found in a pile of gnawed bones in one corner of the hearth-treasure room. Both pieces of jewelry are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE WATER TERMITE (Use Map 1.)

A 5-foot long water termite lives in this area. The termite's home is a rocky cave, 35 feet beneath the water's surface.

Water Termite: AC 5; HD 4; hp 30; MV 180′ (60′); #AT see below; D 1-6; Save F3; ML 11; AL N

The water termite does not bite unless cornered; instead, it uses an inky spray for defense. If the termite is above water when it sprays ink, a saving throw versus poison must be made by any character caught by the spray. Anyone failing the saving throw is paralyzed for 1 turn.

The water termite's most dangerous attack is the hull damage it does to ships. If the characters' ship passes through this hex, there is a 50% chance that the water termite clings to the hull, doing 1-3 points of hull damage before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone notices the leakage.

Within the flooded lair are piles of bleached bones and miscellaneous bits of trash. Among the items to be found in the trash are old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of *heroism*.

7. PIRATE LAIR (Use Map 5.)

The pirates who live here have come from another island (you may choose one or add new islands to the map). They work from this base camp, raiding the coastal villages for slaves. They sail in four 20-foot long outrigger canoes with collapsible masts.

A total of 41 pirates are based here. Following are their statistics and weapons:

Leader: AC 5; F4; hp 29; MV 90′; #AT 1; D 1-6 or by weapon; ML 10; AL C

The leader wears chain mail and fights with an ornate two-handed sword. He also has a *ring of water walking*, and the key to the iron box in area **7d**.

Pirates (40): AC 5; F1; hp 5 each; MV 120′; #AT 1; D 1-6 or by weapon; ML 7; AL C

Six pirates wear chain mail and fight with cutlasses. Twenty others wear leather armor and fight with cutlasses. Fourteen wear leather armor, and are armed with cutlasses and crossbows.

At sea, seven to eight pirates sail in each outrigger canoe. The leader sails in the canoe of his choice. The rest guard the camp (areas **7a-7f**).

7a. TOWERS: Three 20-foot tall lookout towers stand guard over the lair. Each tower holds up to four pirates. At least one lookout is in each tower at all times (you may wish to roll 1d4 to determine the number of lookouts in a tower).

7b. BOATS: The outriggers are beached here unless the pirates are out raiding. When the pirates are ashore, the paddles and sails from their boats are kept in different huts to prevent theft.

7c. HUTS: These are made of grass, and are roofed with cones of thatched grass. The hut marked "**L**" is the leader's hut. It contains a locked wooden cabinet, in which the outrigger sails are stored. The hut marked "**S**" is the supply hut. Paddles, ropes, tools, food, buckets of tar, spare weapons, and other supplies are kept here. The huts marked "**C**" each contain 3d4 captives. The prisoners are shackled to iron weights. The unmarked huts each house four pirates.

7d. CAVE: This cave is always guarded by 2d4 pirates. The pirates' treasure is kept here, locked in a large iron box that is cemented into the wall. Only the leader has the key to this box. If the box is forced open, a secret compartment in the side of the chest slides open, releasing a deadly pit viper.

Pit Viper: AC 6; HD 2; hp 5; MV 90′ (30′); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N

If one of the characters picks the lock on the box, he finds in the box 2,000 cp, 3,000 sp, 4,000 ep, 17 gems (worth 1,700 gp total), a magic-user/elf scroll (*shield*), and a magic *sword +1*. The sword's statistics are as follows:

AL N; I 8; EG 9; detect metal; levitate for 3 turns per use, up to 3 times per day

7e. ESCAPE TUNNEL: Behind a hidden exit in the cave is a 4-foot wide escape tunnel. (Treat the exit as a secret door.) The tunnel winds through the hills for 500 feet and empties into a series of natural caverns. These caverns are under water at high tide (20% chance).

7f. WALL: The pirate lair is surrounded by a wall of thorn bushes weighted down with rocks. The 5-foot tall by 3-foot wide wall keeps out all but the largest animals.

8. HIPPOGRIFF NEST (Use Map 1.)

Set atop the tallest hill on this small island is a large nest. The nest is the home of five hippogriffs.

Hippogriffs (5): AC 5; HD 3+1; hp 21, 20, 16, 14, 10; MV 180′ (60′), 360′ (120′) flying; #AT 2 claws/ 1 bite; D 1-6/ 1-6/1-10; Save F2; ML 8; AL N

These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory," the hippogriffs attack anyone climbing the hill within a halfmile of their nest.

9. RAKASTA CAMP (Use Map 7.)

A tribe of rakasta has set up a temporary camp in this area.

Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are catlike, and their bodies are covered with soft, tawny fur.

The rakasta are a proud and barbaric race. They are fierce fighters who cover their natural claws with metal "war claws" (their favorite weapon).

Certain rakasta warriors ride sabre-tooth tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the sabre-tooth tigers.

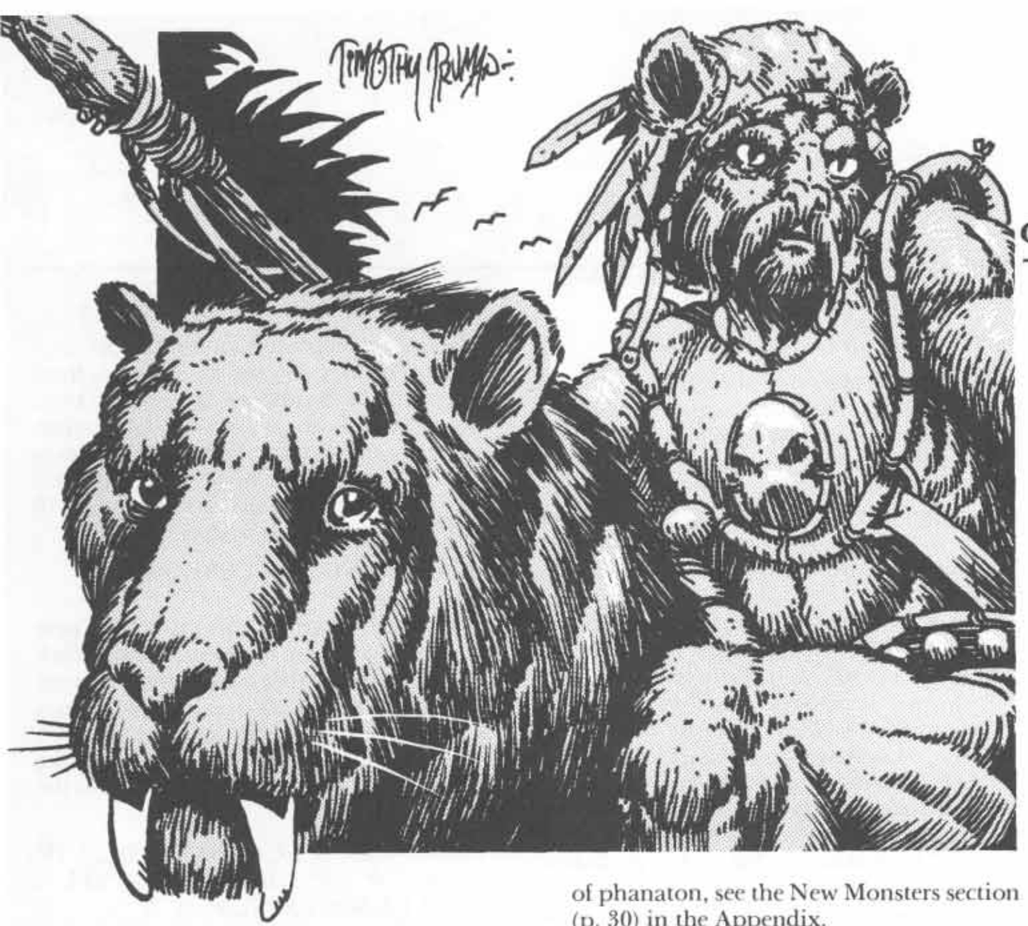
Rakasta dwell in large, richly furnished tents. Their treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware, and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (equal to the weight of 10,000 coins).

Sixteen normal warriors and three tiger riders are in this temporary camp.

Warriors (16): AC 6; HD 2+1; hp 10 each; MV 90′ (30′); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL N

Each of the tiger riders has 16 hit points. These riders may leap up to 20 feet from their mounts and attack in the same round.

Sabre-tooth Tigers (3): AC 6; HD 8; hp 36 each; MV 150′ (50′); #AT 2 claws/ 1 bite; D 1-8/1-8/ 2-12; Save F4; ML 5; AL N



9a. TENTS: Each of these tents houses rakasta:

Tent **9a1**: 4 rakasta
(1 is a tiger rider)
Tent **9a2**: 2 rakasta
Tent **9a3**: 3 rakasta
Tent **9a4**: 3 rakasta
(1 is a tiger rider)
Tent **9a5**: 4 rakasta
(1 is a tiger rider)
Tent **9a6**: 3 rakasta

9b. PAVILIONS: Each of these is a simple tent pavilion covered with a roof of interwoven palm leaves. The pavilions are built on a light wooden framework, and are raised 10 feet off the ground. The tent canvas can be rolled down in case of rain. The three pavilions each house a sabre-tooth tiger chained to a large heavy log.

9c. COMMUNAL PAVILION: This pavilion is similar to those used to house the tigers, except for a smoke hole cut in the roof. Inside, several cushions and rugs are placed out on the floor.

9d. FIRE PIT: This communal fire pit is rimmed with rocks. A turning spit stands in the center of the pit, and other cooking utensils are scattered about.

10. PHANATON SETTLEMENT
(Use Map **9**.)

This is a small settlement of about 100 phanaton. Phanaton are halfling-sized creatures that look like a cross between a monkey and a raccoon. They are able to glide from tree branch to tree branch, like a flying squirrel. For a complete description of phanaton, see the New Monsters section (p. 30) in the Appendix.

This settlement is hidden 50 feet off the ground in the trees. The settlement cannot be seen from the ground, and any creature other than a phanaton must be within 20 feet of the settlement to distinguish it from the surrounding greenery.

The phanaton settlement consists of six wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

A number of huts, varying in size, have been built on each of the platforms. A safety rail runs along the edges of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. However, a trap door is built into one of the platforms (**10e**); a rope ladder may be unrolled from the door. The rope ladder reaches to the jungle floor, and is for the convenience of nonflying guests. Guests usually sleep on the northernmost platform (**10e**).

10a. HUTS: Three huts, housing a total of 14 phanaton, have been built on this platform. There are seven adult males, five adult females, and two children. The children are unable to defend themselves and flee if attacked.

Phanaton (14): AC 7; HD 1-1; hp 7x4; 5x3; 2x1; MV 90′ (30′), 150′ (50′) gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

10b. HUTS: The five wooden huts on this platform house a total of 20 phanaton, including the clan war chief and his seven bodyguards. The remaining 12 phanaton are the warriors' mates.

War Chief: AC 6; HD 3; hp 15; MV 90′ (30′), 150′ (50′) gliding; #AT 1; D 1-6 or by weapon; Save F3+2; ML 7; AL L

Bodyguards (7): AC 6; HD 2; hp 10 each; MV 90′ (30′), 150′ (50′) gliding; #AT 1; D 1-6 or by weapon; Save F2 +2; ML 7; AL L

Mates (12): AC 7; HD 1-1; hp 3 each; MV 90′ (30′), 150′ (50′) gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3,000 sp.

10c, 10d, 10e, 10f. OTHER PLATFORMS: These platforms house the rest of the tribe. There are three huts each on platforms **10c** and **10d**; there are four huts each on platforms **10e** and **10f**.

In each hut, there is a family of phanaton composed of an adult male, an adult female, and 1d4 children.

The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Dozens of hanging plants and ornate mobiles decorate the huts.

11. LAIR OF THE LIZARD MEN
(Use Map **3** or **4**.)

This lair is located on the edge of a dense swamp in a dank, half-flooded cave.

You may use General Cave Lair 1 (Map **3**), General Cave Lair 2 (Map **4**), or a map of your own design for this encounter.

Living within this dismal cavern are 14 lizard men.

Lizard Men (14): AC 5; HD 2+1; hp 10 each; MV 60′ (20′), 120′ (40′) swimming; #AT 1 weapon; D 2-7 or weapon +1; Save F2; ML 12; AL N

One to three lizard men are in each chamber of the lair, except for the hearth-treasure room, where the remainder of the group can be found.

The lizard men hunt and eat the various swamp animals that live in the area. For tribal feasts, they occasionally attack a neanderthal lair. The lizard men have accumulated a small horde of treasure from these raids. Stored in an untrapped, unlocked box in the hearth-treasure room is the lizard men's treasure: 5,000 cp, 6,000 sp, and eight opal gems worth 500 gp each.

12. NEANDERTHAL LAIR (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

In this lair are 16 normal neanderthals and 2 leaders.

Neanderthals (16): AC 8; HD 2; hp 9 each; MV 120′ (40′); #AT 1 weapon; D 1-6; Save F2; ML 7; AL L

Leaders (2): AC 8; HD 6; hp 31, 27; MV 120′ (40′); #AT 1; D 1-6+2; Save F6; ML 7; AL L

One to two neanderthals will be in each room of the cavern, except for the hearth-treasure room, where the leaders and the remainder of the neanderthals can be found.

The rooms are filled with crude wooden furniture; each has a fire pit. The walls are painted with hunting scenes, and the floors are kept reasonably clean.

The neanderthals' treasure is kept in a chest made from fitted, uncemented rock slabs. In the chest are 1,000 sp, one large white pearl worth 500 gp, and a small piece of obsidian worth 10 gp.

13. AERIE OF THE GARGOYLES
(Use Map 1.)

When the characters enter this area, they notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure does not move, and appears to be nothing more than a stone statue. However, if anyone moves closer than 100 feet, the gargoyle (statue) flies forward with a grating shriek and attacks.

Gargoyle: AC 5; HD 4; hp 26; MV 90′ (30′), 150′ (50′) flying; #AT 2 claws/1 bite/1 horn; D 1-4 each; Save F4; ML 11; AL C

Two other gargoyles (hp 23, 22) are attracted by the cry of the first gargoyle, and leave their nearby cliff lair to join the fray.

The gargoyles' nest is set into a rocky cliff about 50 feet from the ground. Any character other than the thief who tries to climb the cliff must roll less than his dexterity on 1d20 or fall to the ground. The fall causes 3d6 points of damage. A thief automatically succeeds in any attempt to reach the lair.

Among bones and assorted garbage in the lair, the characters find a ruby worth 600 gp, and a *protection from elementals* scroll lying on the floor.

14. ARANEA LAIRS (Use Map 8.)

The aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. The webs are about 40 feet above the jungle floor. Only a character who climbs 20-30 feet above the jungle floor is able to see the webs. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

Each aranea has a separate lair, but the walls are close enough together so that the aranea can easily jump from one to another.

An aranea looks like a huge, greenish-brown spider (about the size of a small pony). A massive, odd-shaped lump on its backs houses a large brain. For a complete description of aranea, see the New Monsters section (p. 30) in the Appendix.

Three aranea inhabit this section of forest. The webbed-over sections of their lairs resemble caves. Many pieces of crude "furniture" made out of web, vines, and wood are webbed in place on the floors of these lairs. Storage chests and libraries used for spell research are among the pieces of furniture in the lairs.

Aranea usually weave their treasure into the roofs of their lairs for safe keeping.

Aranea (3): AC 7; HD 3; hp 19 each; MV 60′ (20′), 120′ (40′) in web; #AT 1; D 1-6 + poison; Save MU3; ML 7; AL C

The aranea in the first lair (**14a**) has learned the following magic-user spells:

First Level: *detect magic, sleep*
Second Level: *levitate*

The aranea in the second lair (**14b**) has learned the following magic-user spells:

First Level: *floating disc, ventriloquism*
Second Level: *phantasmal force*

Each of the three lairs is similar, except for the types of magic items to be found in them:

14a: A *shield +1* (cursed to *-1*) and a potion of *undead control* are hidden in the ceiling of this lair.

14b: A *broom of flying* is hidden in the ceiling of this lair.

14c: A scroll with the spells *light, mirror image,* and *read languages* is laid out a table in this lair. A potion of *poison* is hidden in the ceiling.

Two bugbears patrol the area beneath the aranea webs.

Bugbears (2): AC 5; HD 3+1; hp 11, 10; MV 90′ (30′); #AT 1 weapon; D 2-8 or by weapon +1; Save F3; ML 9; AL C

The bugbears earn treasure and favors from the aranea by guarding the grounds from intruders. Each carries a large alarm horn that it sounds at the first sign of trouble, warning the aranea. Each also carries a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp. They live nearby in thatched huts.

15. PTERANODON TERROR
(Use Map 1.)

Three pterandons inhabit this area. There is a 75% chance that the pteranodons attack the characters as they cross the rope bridge that spans the central river. Anyone who is hit by one of the pteranodons has a 10% chance of falling off the bridge and taking 10d10 points of damage from the fall to the rocks below.

Pteranodons (3): AC 6; HD 5; hp 26, 23, 18; MV 30′ (10′), 240′ (80′) flying; #AT 1; D 1-8; Save F3; ML 8; AL N

16. THE ROC'S ROOST (Use Map 1.)

This nest belongs to two small rocs. Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at area **19**.

Rocs (2): AC 4; HD 6; hp 32, 26; MV 60′ (20′), 480′ (160′) flying; #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F3; ML 6; AL L

17. DIMETRODON PERIL (Use Map 1.)

As the characters enter this area, they hear a series of horrible screams. In the center of a grassy clearing, a dimetrodon is attacking a frantically struggling native.

Dimetrodon: AC 5; HD 7; hp 36; MV 120′ (40′); #AT 1; D 2-16; Save F4; ML 8; AL N

For a complete description of the dimetrodon, see the New Monsters section (p. 30) in the Appendix.

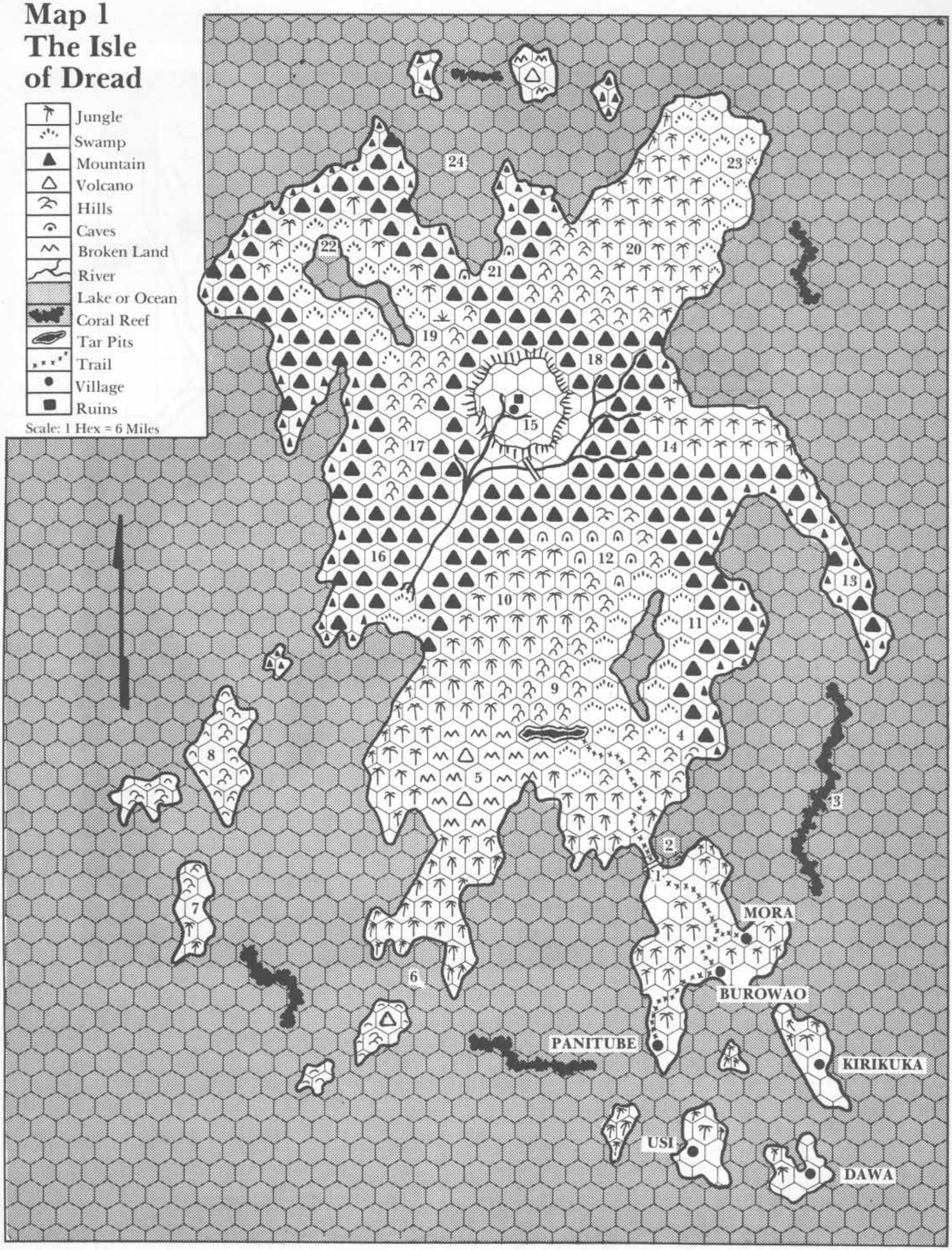
If the characters slay or drive off the dimetrodon, the native, though mortally wounded, gives the characters his only treasure: a nugget of platinum worth 50 gp. The characters must swear, however, to bury the native in a special location in return for the treasure. You may choose the special location given the characters by the native.

18. THE OGRE'S LAIR (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

This ancient burial chamber is the home of five ogres.

Map 1
The Isle of Dread


Jungle
Swamp
Mountain
Volcano
Hills
Caves
Broken Land
River
Lake or Ocean
Coral Reef
Tar Pits
Trail
Village
Ruins
Scale: 1 Hex = 6 Miles
24
23
22
21
20
19
18
15
17
14
16
12
13
10
11
9
4
8
5
3
2
1
7
MORA
6
BUROWAO
PANITUBE
KIRIKUKA
USI
DAWA

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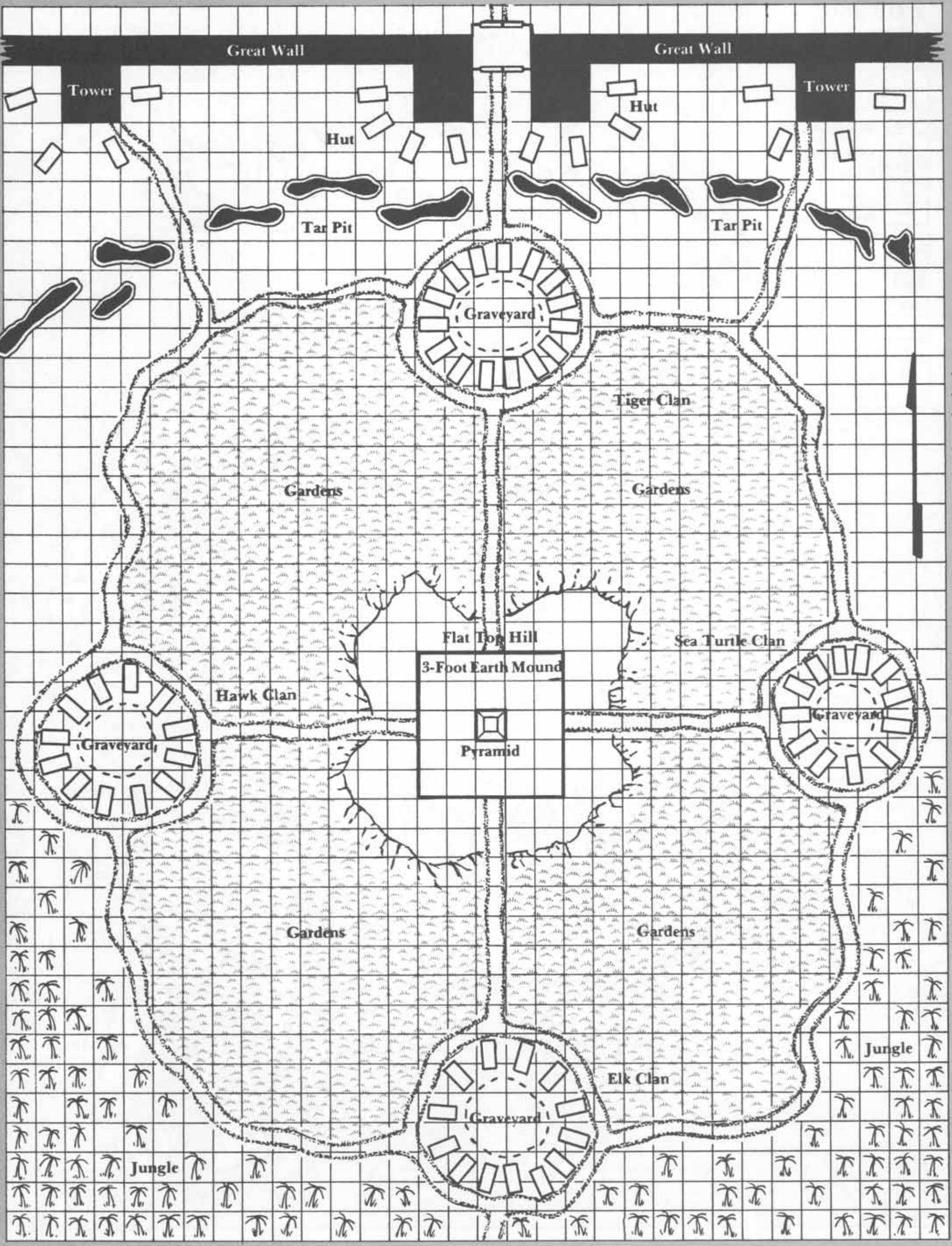
Map 2 Village of Tanaroa

Scale: 1 Square = 50 Feet


Great Wall
Great Wall
Tower
Tower
Hut
Hut
Tar Pit
Tar Pit
Graveyard
Tiger Clan
Gardens
Gardens
Flat Top Hill
3-Foot Earth Mound
Sea Turtle Clan
Hawk Clan
Graveyard
Graveyard
Pyramid
Gardens
Gardens
Jungle
Elk Clan
Graveyard
Jungle

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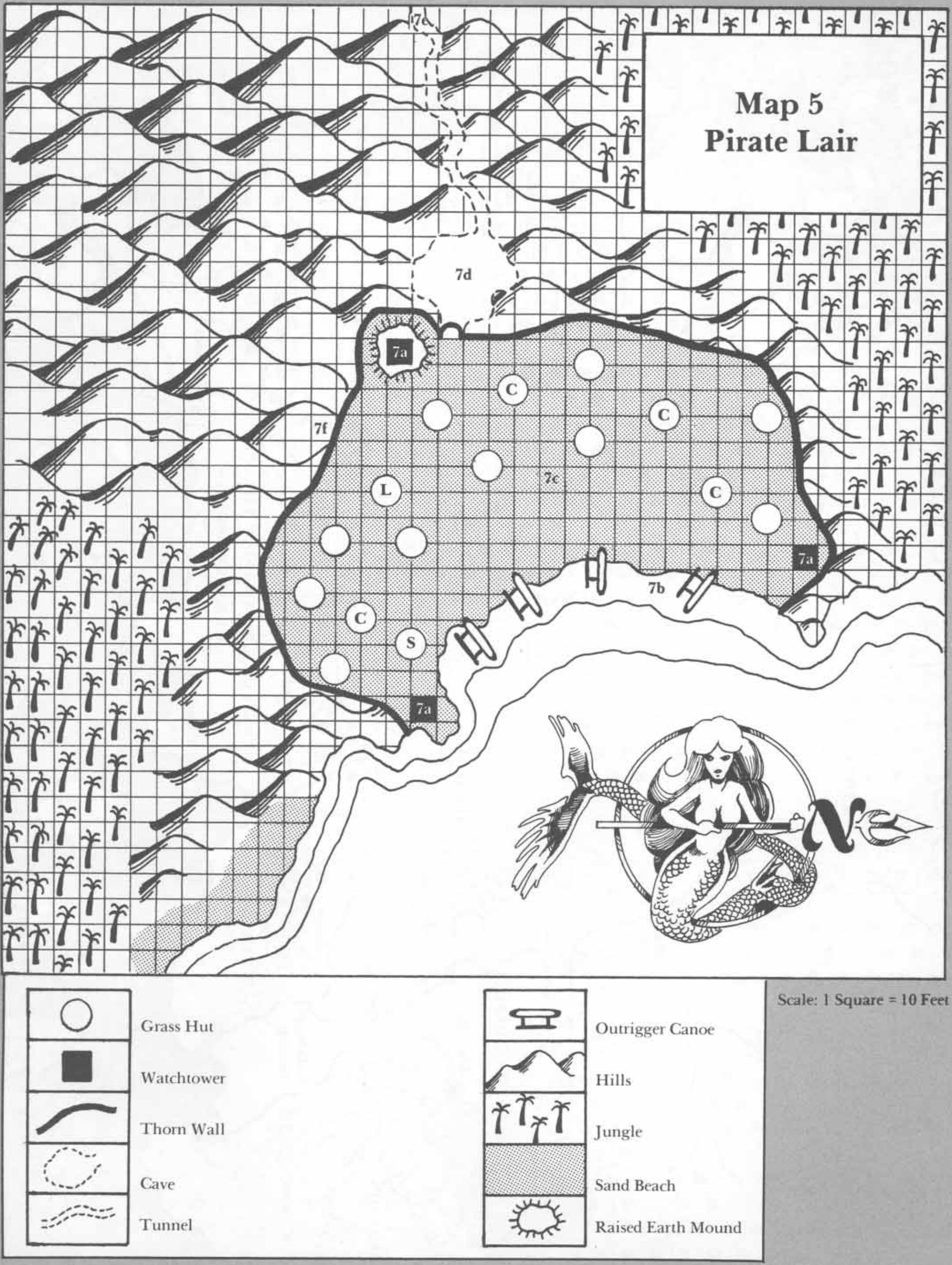
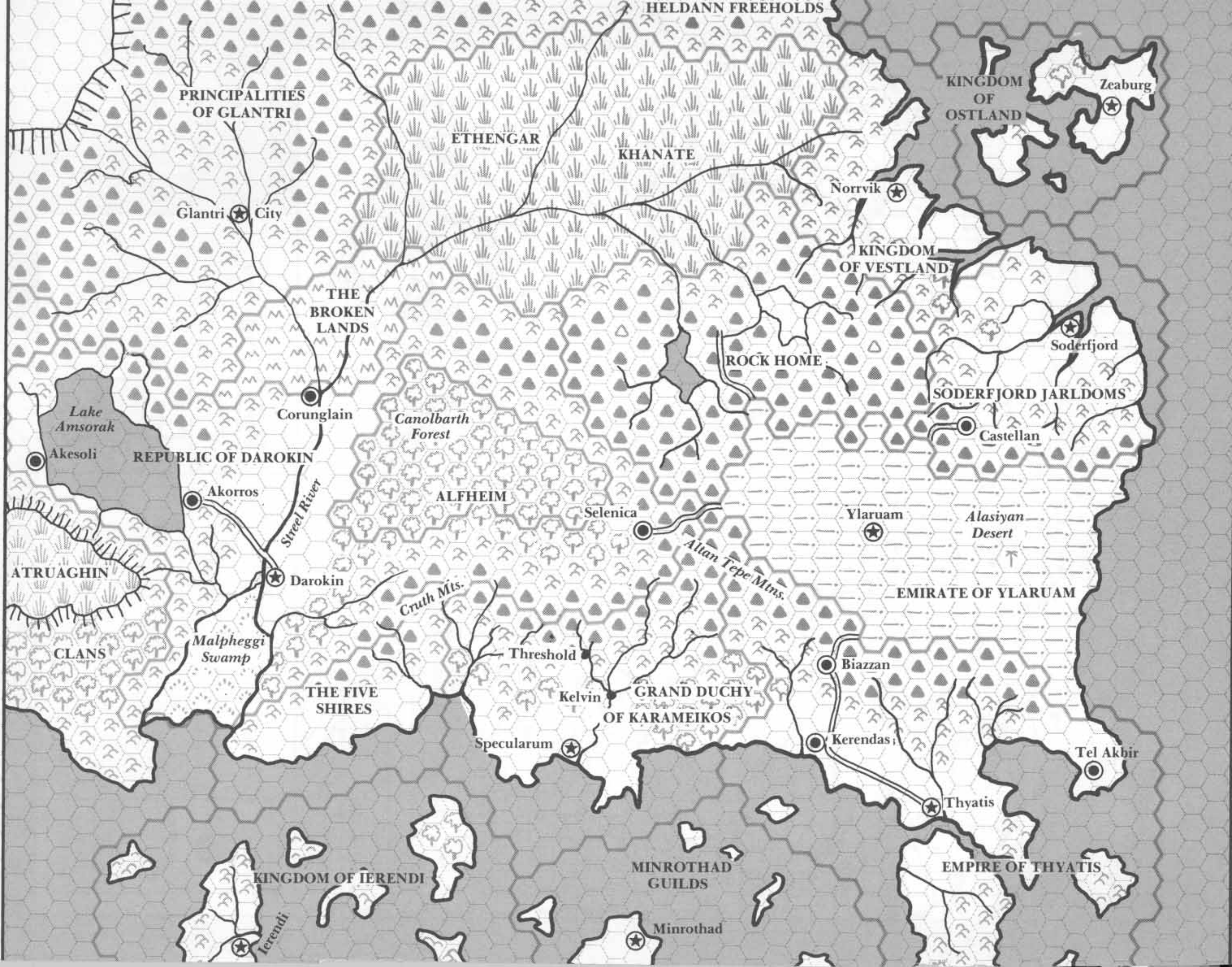
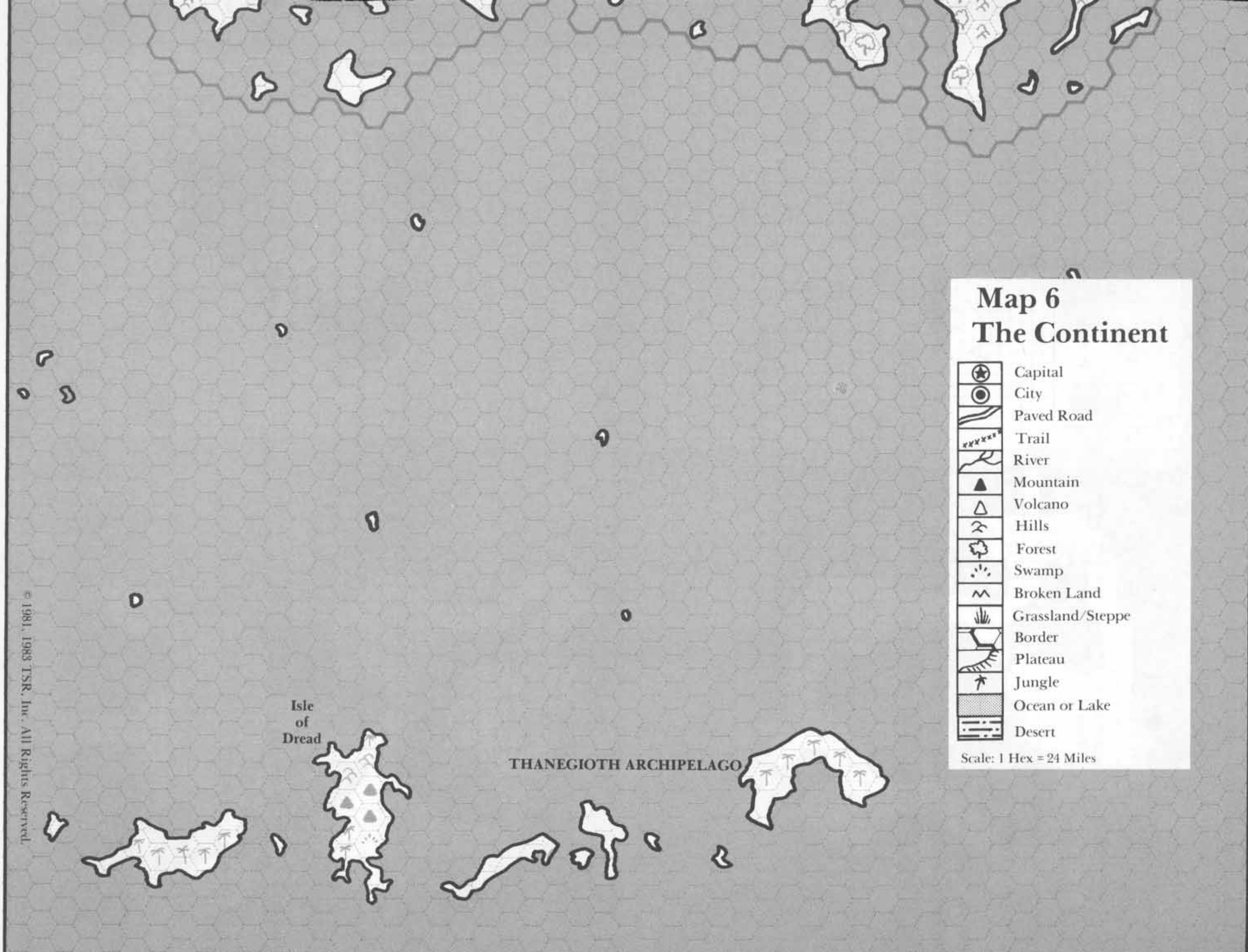

7e
7d
7a
7f
C
C
L
7c
C
7a
7b
C
S
7a
Grass Hut
Watchtower
Thorn Wall
Cave
Tunnel
Outrigger Canoe
Hills
Jungle
Sand Beach
Raised Earth Mound

Map 5
Pirate Lair

Scale: 1 Square = 10 Feet


HELDANN FREEHOLDS
KINGDOM OF OSTLAND
Zeaburg
PRINCIPALITIES OF GLANTRI
ETHENGAR
KHANATE
Norrvik
Glantri City
KINGDOM OF VESTLAND
THE BROKEN LANDS
ROCK HOME
Soderfjord
SODERFJORD JARLDOMS
Lake Amsorak
Corunglain
Canolbarth Forest
Castellan
Akesoli
REPUBLIC OF DAROKIN
Akorros
ALFHEIM
Streel River
Selenica
Ylaruam
Alasiyan Desert
Altan Tepe Mtns.
ATRUAGHIN
Darokin
EMIRATE OF YLARUAM
Cruth Mts.
Malpheggi Swamp
CLANS
Threshold
Biazzan
THE FIVE SHIRES
Kelvin
GRAND DUCHY OF KARAMEIKOS
Kerendas
Specularum
Tel Akbir
Thyatis
MINROTHAD GUILDS
KINGDOM OF IERENDI
EMPIRE OF THYATIS
Ierendi
Minrothad


Map 6
The Continent
Capital
City
Paved Road
Trail
River
Mountain
Volcano
Hills
Forest
Swamp
Broken Land
Grassland/Steppe
Border
Plateau
Jungle
Ocean or Lake
Desert
Scale: 1 Hex = 24 Miles
Isle of Dread
THANEGIOTH ARCHIPELAGO

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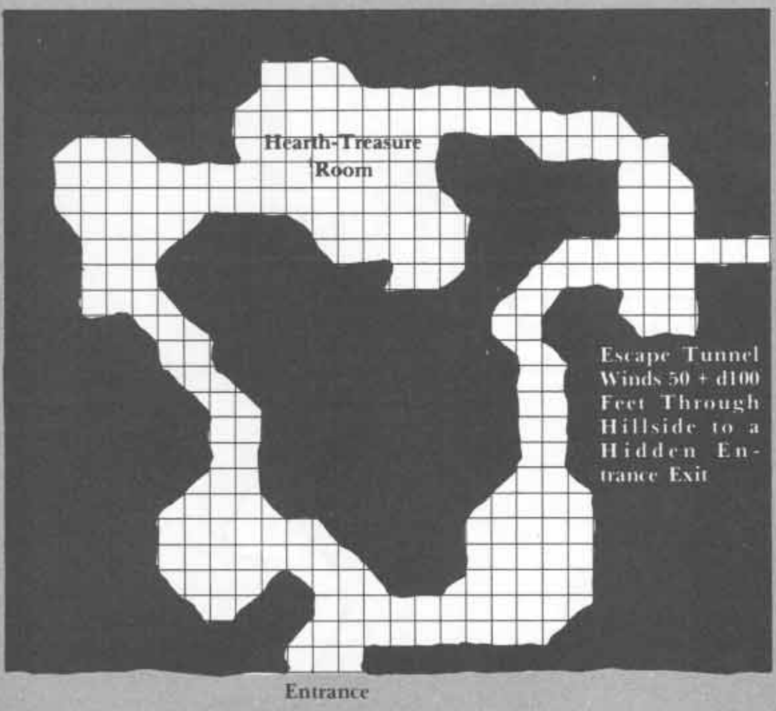
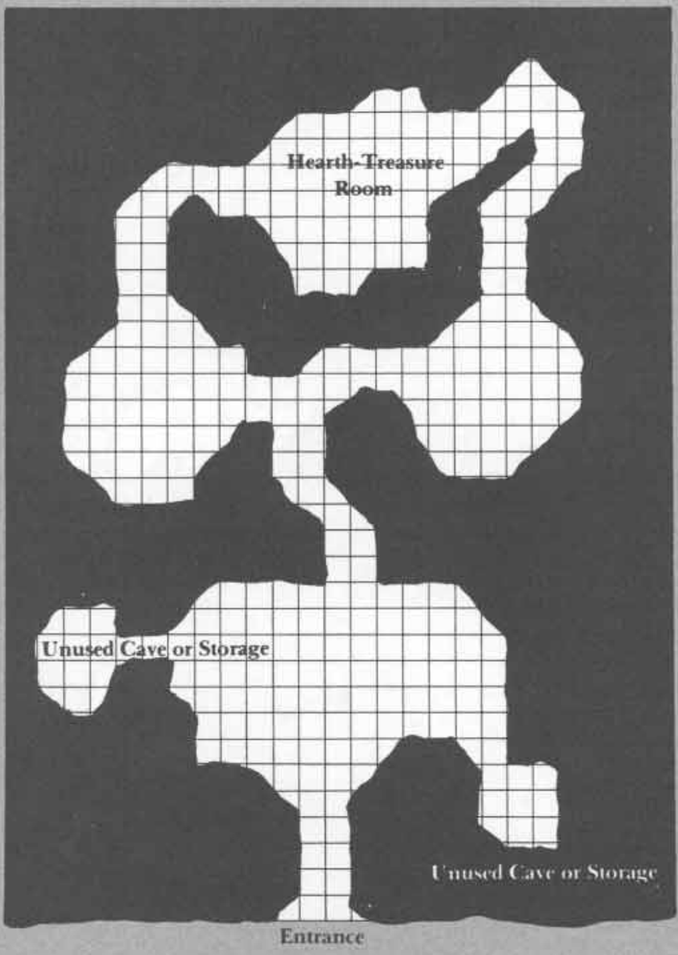
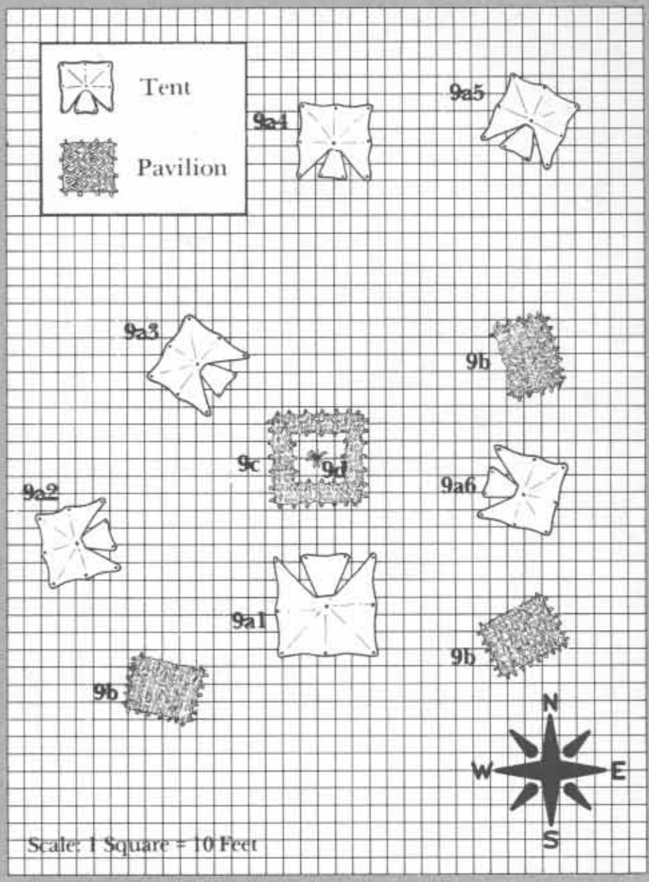
Map 3 General Cave Lair 1


Hearth-Treasure Room
Escape Tunnel Winds 50 + d100 Feet Through Hillside to a Hidden Entrance Exit
Entrance

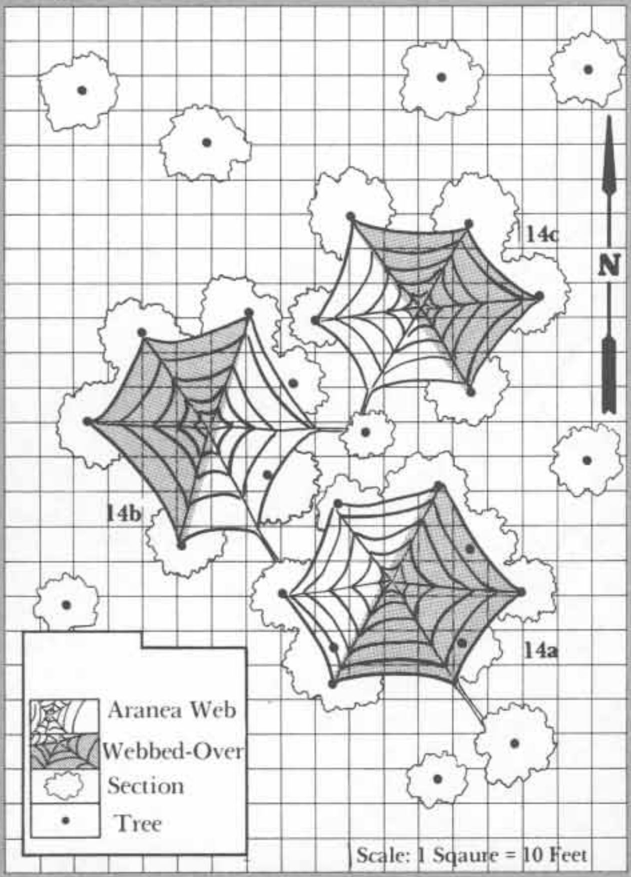
Map 4 General Cave Lair 2


Hearth-Treasure Room
Unused Cave or Storage
Unused Cave or Storage
Entrance

Map 7 Rakasta Camp


Tent
Pavilion
9a4
9a5
9a3
9b
9c
9d
9a2
9a6
9a1
9b
9b
N
W
E
S
Scale: 1 Square = 10 Feet

Map 8 Aranea Lairs


14c
N
14b
14a
Aranea Web
Webbed-Over
Section
Tree
Scale: 1 Sqaure = 10 Feet

Tree Trunk

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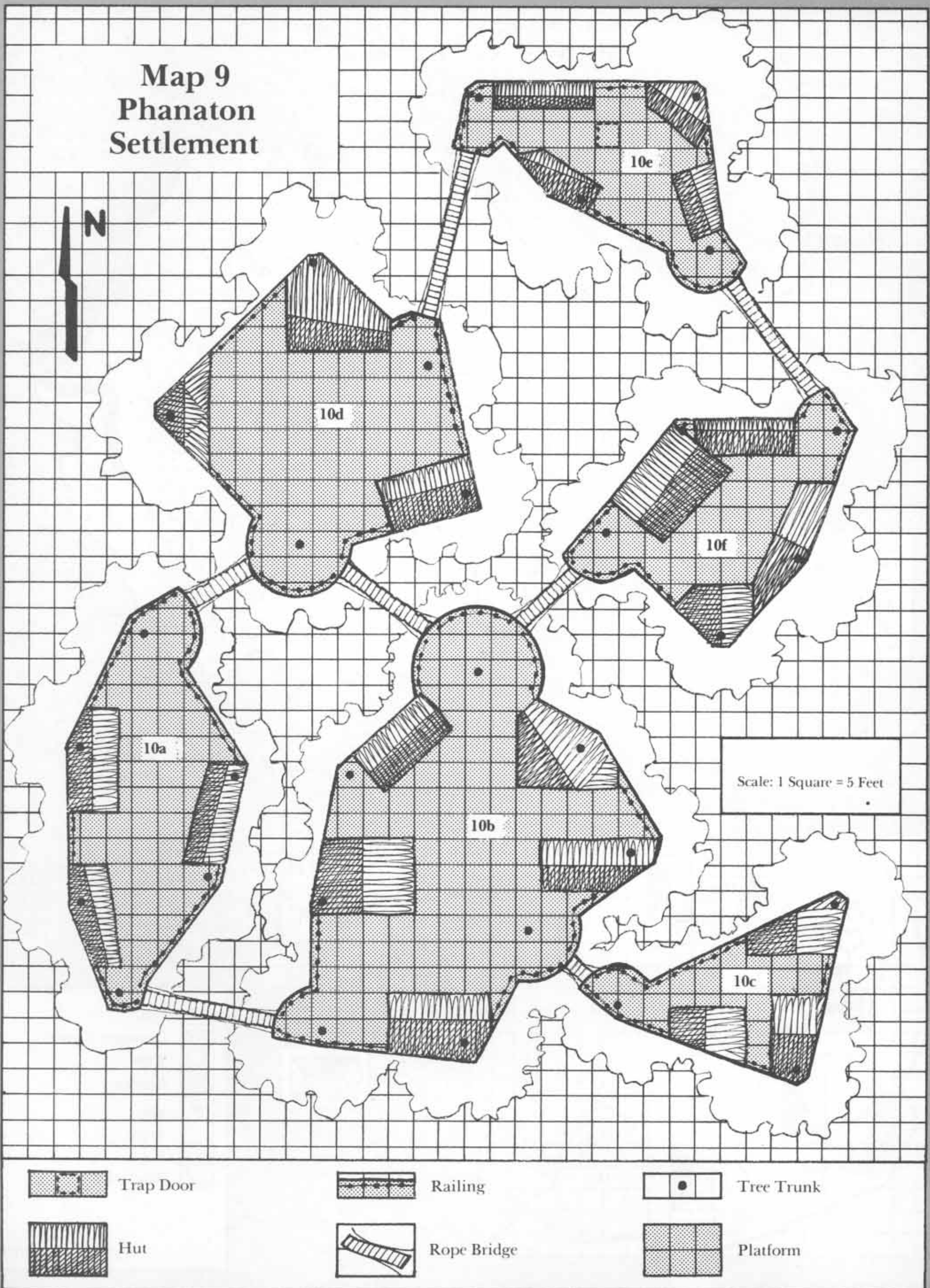
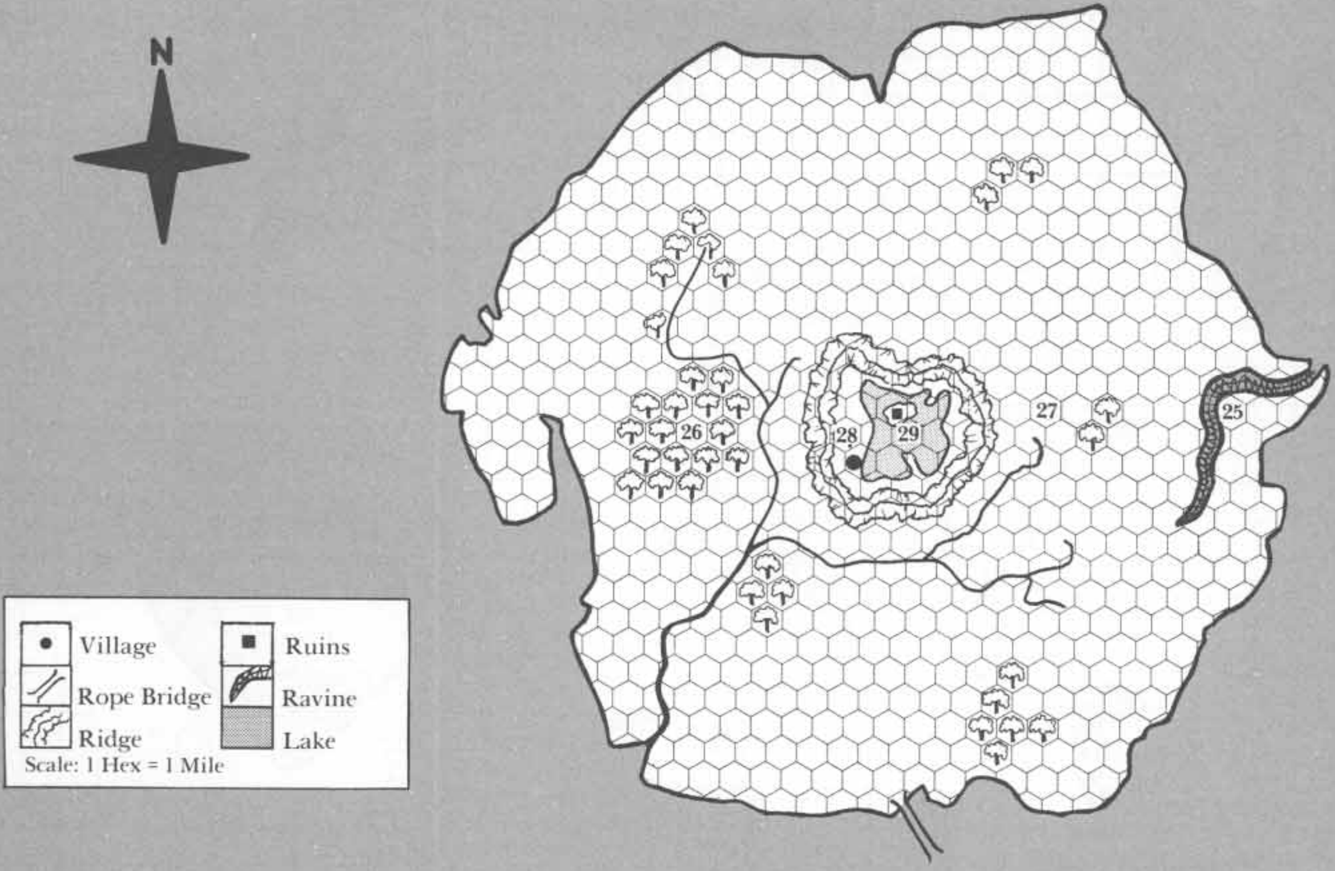
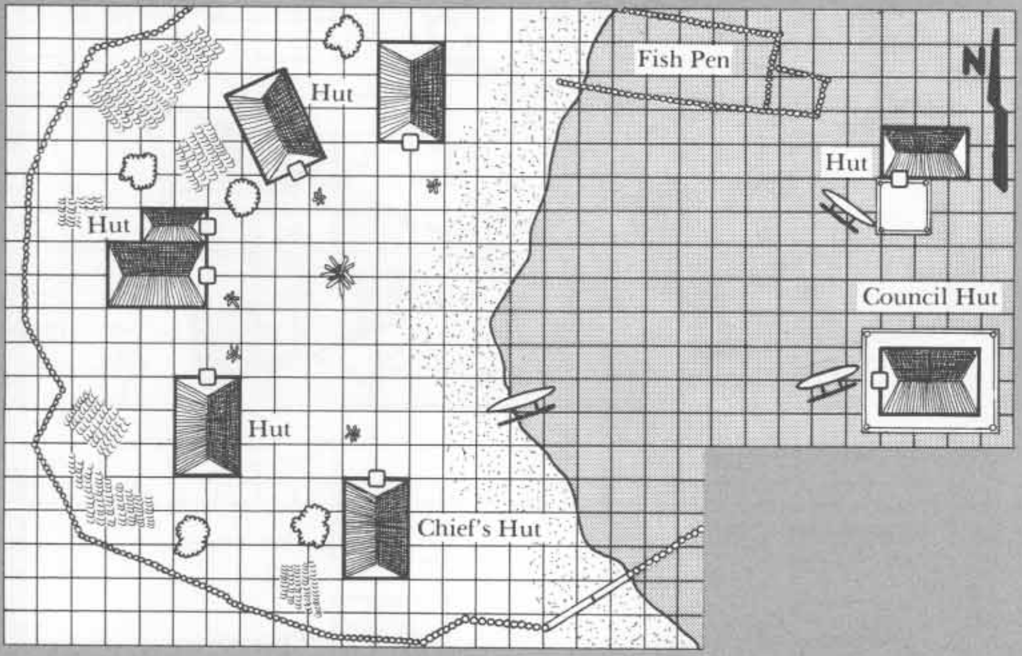

Map 9
Phanaton
Settlement
N
10a
10b
10c
10d
10e
10f
Scale: 1 Square = 5 Feet
Trap Door
Railing
Tree Trunk
Hut
Rope Bridge
Platform

Map 10 Central Plateau


N
25
26
27
28
29
Village
Ruins
Rope Bridge
Ravine
Ridge
Lake
Scale: 1 Hex = 1 Mile

To remove maps, open staples and pull out 8 map pages, then bend staples back.

Map 11 Village of Mantru


Hut
Fish Pen
N
Hut
Hut
Council Hut
Hut
Chief's Hut
Door
Outrigger Canoe
Tree
Garden
Fire
Beach
Lake
Stockade
Scale: 1 Square = 10 Feet

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Ogres (5): AC 6; HD 4+1; hp 21, 18, 18, 15, 9; MV 90′ (30′); #AT 1 club; D 1-10; Save F4; ML 10; AL C

There is a 50% chance that each room is occupied by an ogre, except for the hearth-treasure room, where the rest of the ogres can be found.

Each chamber of the cavern complex is lit by a crude torch. The torches are attached to the rock walls by sticky, black globs of adhesive (tar). The dim illumination in each room reveals burial chambers, littered with old bones and rotting shrouds.

Hidden beneath a pile of shrouds in the hearth-treasure room is the ogres' treasure chest. Inside the locked wooden chest are 2,000 sp, 1,000 gp, and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS

(Use Map 1.)

As the characters move through this lightly wooded area, an ankylosaurus rushes out and attacks in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed, and is now under the plant's influence. The giant creature attacks until slain (+6 to morale), or until the drug wears off (in about 2 hours).

Ankylosaurus: AC 0; HD 7; hp 33; MV 60′ (20′); #AT 1 tail; D 2-12; Save F4; ML 6; AL N

This area is also the hunting ground of an allosaurus.

Allosaurus: AC 5; HD 13; hp 55; MV 150′ (50′); #AT 1 bite; D 4-24; Save F7; ML 9; AL N

If the characters have the treasure map from the rocs' roost (area **16**), they may dig here for the large buried treasure. The hoard is buried 10 feet underground, and takes 1d4+1 turns to dig up. Roll for wandering monsters each turn. If one appears, it is the allosaurus.

The treasure consists of 2,000 gp, three diamonds worth 3,000 gp each, and a sapphire necklace worth 6,000 gp.

For complete descriptions of the ankylosaurus and the allosaurus, see the New Monsters section (p. 30) in the Appendix.

20. ABODE OF THE GREEN DRAGON

(Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters pass a low, stony hill, they notice a broad opening in the rocky hillside. As the characters come to the mouth of the cave, they hear heavy, labored breathing coming from inside the dark cavern.

If the characters enter the caverns, they find all the chambers to be empty, except for one. In the hearth-treasure room, the characters come upon a green dragon, a creature of great age and fearsome aspect.

Green Dragon: AC 1; HD 9; hp 45; MV 90′ (30′), 240′ (80′) flying; #AT 2 claws/1 bite + breath weapon; D 1-6/1-6/3-24 or breath; Save F8; ML 9; AL C

The dragon will often (33% of the time) be asleep atop his pile of treasure, and can be surprised. However, if he is awake when the characters enter his cave, the dragon knows they are there. There is a 50% chance that, instead of slaying the characters, the dragon allows the characters to leave unharmed; however, he only allows this if the characters give up all of their magic items.

If you are using either Map 3 or 4, the dragon will have blocked off all tunnels in the cavern that are too small for him to move through.

The dragon's treasure hoard consists of 40,400 sp, 2,000 gp, and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters near this area, they begin to smell a particularly foul stench. The smell becomes worse as the party comes upon a dark opening in the ground. The odor seems to be coming from this hole.

Within this lair are 17 troglodytes. They have recently moved to this location because of the "pleasantly" damp climate.

Troglodytes (17): AC 5; HD 2; hp 10 each; MV 120′ (40′); #AT 2 claws/ 1 bite; D 1-4 each; Save F2; ML 9; AL C

One to four troglodytes are in each chamber of the lair, except for the hearth-treasure room, where the rest of the troglodytes can be found.

The troglodytes' treasure chest is chained to the bottom of a 3-foot deep, evil-smelling pool of dark liquid. The rusted chest is attached to a bolt in the center of the pool's floor. In order to get to the chest, the chain must first be severed (you must decide the characters' chances, based on their actions). Although the chest is locked, the lock mechanism may be picked once the chest is removed from the water.

Underneath the slime at the bottom of the pool is the key to the lock on the chest. The characters only have a 20% chance of accidentally finding the key; however, if they actively search the area for the key, each character has a 1 in 6 chance of finding it.

The hoard of valuables consists of 2,000 cp, 2,000 sp, 1,000 ep, 3,000 gp, and 6 amethyst stones worth a total of 3,000 gp.

22. PLESIOSAURUS MENACE

(Use Map 1.)

A hungry plesiosaurus lurks beneath the surface of this lake.

Plesiosaurus: AC 6; HD 16; hp 60; MV 150′ (50′) swimming; #AT 1 bite; D 4-24; Save F8; ML 9; AL N

For a complete description of the plesiosaurus, see the New Monsters section (p. 30) in the Appendix.

The beast attacks anyone coming within 15 feet of the shore. If it hits, the plesiosaurus pulls its victim into the lake on the following round.

If the plesiosaurus is slain and its body cut open, the characters find a skeletal arm and hand wearing a *ring of regeneration*.

23. RANDOM ENCOUNTER

(Use Map 1.)

For every day the characters spend within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 3.

24. THE SEA HYDRA (Use Map 1.)

If the party's ship passes within 1 hex of this location, it is attacked by a six-headed sea hydra.

Sea Hydra: AC 5; HD 6; hp 48; MV 120′ (40′) swimming; #AT 6; D 1-10 each; Save F6; ML 11; AL N

The sea hydra attacks with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed.

The hydra's lair is located 200 feet beneath the surface in a flooded cave. Inside the cave is the treasure the hydra has gleaned from sunken ships and unfortunate passers-by. The treasure includes 1,000 gp, an untarnished coat of *chain mail +3*, a rusted cutlass topped with a jeweled pommel (worth 500 gp), and a potion of *water breathing*.

CENTRAL PLATEAU ADVENTURES

TABLE 4 CENTRAL PLATEAU WANDERING MONSTERS

Dice Roll	Monster
2-3	Cave Bears (2): AC 5; HD 7; hp 33, 28; MV 120′ (40′); #AT 2 claws/1 bite; D 1-8/1-8/2-12; Save F3; ML 9; AL N
4	Pteranodons (4): AC 6; HD 5; hp 20, 19, 18, 16; MV 240′ (120′) flying; #AT 1; D 1-12; Save F4; ML 8; AL N
5	Pterodactyls (7): AC 7; HD 1; hp 6 each; MV 180′ (60′) flying; #AT 1; D 1-3; Save F1; ML 7; AL N
6	Boars (2): AC 7; HD 3; hp 10, 9; MV 150′ (50′); #AT 1; D 2-8; Save F2; ML 9; AL N
7	Animal Herd (5): AC 7; HD 2; hp 10 each; MV 240′ (80′); #AT 3; D 1-2/1-2/1-4; Save F1; ML 5; AL N
8	Dire Wolves (4): AC 6; HD 4+1; hp 19, 16, 14, 11; MV 150′ (50′); #AT 1; D 2-8; Save F2; ML 8; AL N
9	Elephants, Prehistoric (2): AC 3; HD 15; hp 67, 59; MV 120′ (40′); #AT 3; D 2 tusks or 1 trample; D 2-12/2-12 or 4-32; Save F8; ML 8; AL N
10	Triceratops: AC 2; HD 11; hp 50; MV 90′ (30′); #AT 1 gore or 1 trample; D 3-18; Save F6; Ml 8; AL N
11	Sabre-tooth Tigers (2): AC 6; HD 8; hp 35, 29; MV 150′ (50′); #AT 3; D 1-8/1-8/2-16; Save F4; ML 10; AL N
12	Tremor: minor quakes that vary in severity (roll 1d6): 1-4: Minor Shock — no effect 5: Major Shock — characters knocked off their feet; 30% chance of falling if climbing cliffs 6: Severe Shock — trees tilt, rocks fall, small cracks appear in ground; characters knocked off their feet; if in forest, 5% chance per character of taking 3d6 damage from falling trees, 60% chance of falling if climbing cliffs All tremors last for 10-30 seconds.

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs rising 3,000 feet.

A dormant volcanic mountain dominates the plateau, and a crater lake lies at the center of the mountain. The volcano can be seen from nearly all points on the plateau.

Except for the volcanic crater, the temperatures are cooler on the plateau than on the rest of the isle. Grasslands and forests cover much of the plateau.

There are only three ways for the characters to reach the plateau: by crossing the rope bridge (at area **15**), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliffs surrounding the plateau; even thieves must check for falling every 100 feet (30 times). Give the characters hints about the great risk involved in climbing.

You might also want to hint to the players that the village of Mantru is a good place for the characters to set up a base for further adventures in this area.

Maps for central plateau encounters

You will need the following maps to run encounters on the central plateau:

Map 10: Central Plateau
Map 11: Village of Mantru

The scale on the Central Plateau Map is 1 mile to the hex, so the characters move six times as far per day when traveling on this map. It does take the characters much longer to scale the cliffs at area **27**, however.

Wandering monsters

Check for wandering monster encounters by rolling 1d6 for every 3 hexes the characters travel. If a 5 or 6 is rolled, an encounter occurs. Roll 2d6 on the Central Plateau Wandering Monster Table to determine what is encountered by the characters.

Central plateau encounters

25. GOLD VEIN (Use Map 10.)

A recent tremor has revealed a lode of high quality gold ore. A dwarf or any other character who knows about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one, and does not yield more than 15,000 pieces of refined gold.

To obtain that amount, however, the characters must mine, transport, and refine 3,000 pounds (30,000 cn) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The characters must pay each worker 1 gold piece per week. They must also provide food for the workers, and pay the cost of transporting the workers to this area.

The natives living on the plateau do not work the vein unless they are enslaved. You may wish to discourage this by having the slaves work very slowly, and having them rebel often.

Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost of refining the gold is 10-20% of final value, and may be done in any major mainland city of your choice.

26. TREANT FOREST (Use Map 10.)

This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy.

Scattered throughout this small forest are 15 treants.

Treants (15): AC 2; HD 8; hp 34-41 (33 + 1d8); MV 60′ (20′); #AT 2 branches; D 2-12 each; Save F8; ML 9; AL L

Treants can only be spotted at a range of 30 feet or less. They surprise the characters on a roll of 1-3 on 1d6.

These treants are reclusive and try to avoid any contact with the characters. The treants are the only living beings in this forest, and if the characters move through without searching, the chance of their encountering the treants is only 1 in 20.

The treants ignore the characters, but the following actions by the characters bring the listed responses:

Searching: If the characters are searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

Climbing trees: There is a 1 in 20 chance that any tree a character climbs is a treant. If the character does nothing harmful, the treant does not move or reveal its presence. If attacked or hurt, the treant immediately captures or kills the offender, while calling loudly for assistance. More treants (1d4+1) come in 2d6 rounds.

Cutting trees: If the characters try to cut down a tree, one treant arrives in the first turn of activity. The treant tries to avoid being noticed, but causes the tree being cut down to move away at a rate of 30 feet per turn. One new treant arrives in the area each turn thereafter. The treants do whatever they can to drive the characters from the forest and still avoid combat.

Starting a fire: If the characters light a small campfire in this area, the forest begins to gradually move back from the camp, leaving a clearing 50 feet in diameter. Three treants then move into position around the camp, controlling the trees. They do nothing if the characters use dead branches and brush for the fire. If the characters collect living branches or wood, each treant sends two trees through the camp late at night. The characters are not attacked unless they try to destroy the trees, but the trees try to take or destroy as much gear as possible on one pass. If a character uses a fire-based spell, he is attacked by the treants.

27. CLIFF WALL (Use Map 10.)

The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered.

No clear trails are visible over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt to climb the cliffs, as there are obvious handholds and routes up the rock face.

For all characters except thieves, the base chance of falling while climbing is 50%. This may be reduced by 10% if a thief is guiding the other characters. Each character's base chance may also be reduced by 10% if his dexterity score is 15 or greater. If the characters are roped together, another 20% may be subtracted from the base chance of falling. You may wish to further adjust the base chance depending on other activities of the characters.

It takes 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for on Table 4, but only the following encounters apply: pteranodons (encounter 4), pterodactyls (encounter 5), and tremors (encounter 12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters occur here, but characters who try to stay here overnight without warm clothing suffer 2d6 points of damage from exposure. The characters may start a fire here, if they brought firewood with them. They are not able to find any firewood here.

As the characters descend into the volcanic crater (an 8-hour climb), the temperature becomes warm and the climate turns tropical. Jungle vegetation covers the lower slopes, but the animal population in the valley is sparse.

Continue to roll for wandering monster encounters, but ignore all results, unless a 12 on 2d6 is rolled. In this event, a minor tremor shakes the ground.

28. VILLAGE OF MANTRU
(Use Map 11.)

This small village lies on the shore of the large crater lake. The western edge of the village is surrounded by a crude stockade of palm trunks and branches. This stockade extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens, which are used to hold any extra fish from the daily catch.

The village itself consists of six palm-thatched huts, each raised about 2 feet off the ground on stilts. Two more huts stand further out in the lake, kept 3 feet above the water on stilted platforms. The small lake hut (20 feet by 40 feet) belongs to Umlat, an aged man who serves as the tribal cleric. The larger building (30 feet by 50 feet) is the main council hut.

The village is inhabited by 50 tribal members who live by fishing and farming small gardens. They are divided into five large families; each family lives as one group and shares food and work. Each family has its own possessions: canoes, nets, tools, and huts. These people are not warlike, but if attacked, they defend themselves to the best of their ability. If the characters do not attack the villagers, they are met by a band of men armed with spears. At first, spears are thrown to fall short of the characters. The villagers then try to frighten the characters away by shouting and gesturing. If the characters remain friendly, the villagers welcome them and lead them into the village.

In the village, the characters are introduced to Fano, the "talking chief" and village leader; Umlat, the tribal cleric; and the "chief," a small stone carving of an old man that is kept in the council hut on the lake. The characters learn that all major decisions come from this "chief," while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this solemn meeting, the characters are treated to a feast of baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast is held on the beach, and great smoking fires are lit to drive away insects. Lodging is provided by several families. The natives insist that at least one character sleep in each hut. The natives freely give anything a character asks for, but expect the same in the future. You should try to use this tribal custom at least once during the adventure.

The characters may remain in the village for as long as they wish, but after a short period of time, they are asked to help the natives destroy a threat to the village. Fano and Umlat tell the characters that a group of renegade tribesmen (now headhunters) has been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy, because the renegades are stronger and because the island they inhabit is considered to be taboo. Although the villagers aid the party by providing canoes and what equipment they can, they do not set foot on the island.

Fano, the "talking chief": AC 9; F4; hp 26; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 8; AL L

Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island prevent him from joining the characters on the raid. His goodwill is important, however, as his opinion of the characters decides the treatment the villagers give them. Fano is good-natured, but proud of his position. He does not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric: AC 9; C 6; hp 22; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 8; AL L

Spells: First Level: *cure light wounds, purify food and water*
Second Level: *bless, snake charm*
Third Level: *cure disease*

Umlat is a pious man, devoted to his deity (Oloron, Lord of the Skies), but he seems to have been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers attribute this to the favor of his deity. However, he is frail and weak, and his activites are greatly limited. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the characters. However, he makes his spells available to aid the characters in their task. Umlat prays for other spells, given one day's notice.

29. TABOO ISLAND (Use Map 10.)

The details of this area are given in the Taboo Island Adventures section.

TABOO ISLAND ADVENTURES

This rocky island is dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the characters begin the final stage of their adventure.

This island was once the center of the kingdom of Kopru, until native rebellions destroyed their power. Do not tell the players who or what the kopru were; this is part of the island's taboo. For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The lair of the renegade tribesmen is on the first level of the temple complex (Map **12**).

When describing the areas of the temple to the players, keep the following details in mind: the entire temple is damp and foul-smelling, and the air is hot and stale. Small blind creatures constantly scatter before the characters, flitting here and there.

Maps for Taboo Island encounters

You will need the following maps to run encounters on Taboo Island:

Map 12: Temple Level 1
Map 13: Temple Level 2
Map 14: Temple Level 3

Wandering monsters

Do not roll for wandering monster encounters while the characters are on Taboo Island.

Taboo Island encounters

Key to Temple Level 1 (Use Map 12.)

30. TEMPLE ENTRANCE

The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5 feet above the first. A stone foot and ankle stand on each side of the center flight of stairs. These feet are all that remain of a huge statue that once straddled the stairs. The end stairways are each flanked by another red marble pillar.

At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

31. GUARD POST

The tribesmen who live in this temple have carefully narrowed this passage with mounds of rubble, so that only one character can pass through at a time. Waiting on the other side of the opening are three 1st level fighters and one 5th level fighter.

Fighters (1st level) (3): AC 7; F1; hp 7 each; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 8; AL C

Fighter (5th level): AC 5; F5; hp 32; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 9; AL C

This fighter wears bone armor and carries a shield and *spear +1*.

These guards are able to observe any intruders moving down the hall. They attempt to slay their opponents one at a time. If attacked with a *fire ball, lightning bolt*, or other similar spell, these guards gain +1 on their saving throws, as they are well-protected by cover. Should the morale of these guards fail, they retreat to the main chamber (area **32**).

32. MAIN CHAMBER

This large hall was once the main worship area of the temple, but the tribesmen now use it as their central living area. The floor is covered with mats, bowls, and eating utensils made of bone. A fire is blazing in the center of the chamber. The hall itself is two stories high. Balconies run along three sides of the second story. A 20-foot by 30-foot hole has been cut in the center of the ceiling, and is open to the sky. To prevent debris and small creatures from entering, a net has been fastened across this opening. This net does not prevent characters from entering through here, nor does it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making it difficult to determine what kind of creature it once depicted. The other doors are all located on the balcony level.

In this chamber are 10 tribesmen, 12 women, and 8 children.

Tribesmen and women (22): AC 9; F1 or NM; hp 5 each; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 9; AL C

The men and women fight, while the children attempt to escape up the rope to the surface. Also, the men in areas **32a** and **32c** reinforce the natives here in 2 rounds. Should the morale of the adults fail, those fighting try to charge toward the exit to the temple entrance (area **30**).

32a. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers, and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smoldering fire. The ceiling is heavily stained with soot, and the air reeks of grease, smoke, sweat, and fish. In each room, seven young men are telling boastful stories to one another.

Young Men (14): AC 7; F1; hp 6 each; MV 120′ (40′); #AT 1; D 1-6 or by weapon; ML 9; AL C

Each young man wears primitive leather armor, and is armed with a spear and bow.

The young men's arrows are coated with a gummy vegetable poison, which causes 1d6 extra points of damage. The poison also causes violent sickness and fever for 2d10 hours. A successful saving throw versus poison negates the sickness and the additional damage.

32b. This room is reserved for unmarried girls. It is decorated like 32a, except that the weapons here are daggers of bone and metal. There are also many tools, including scrapers, needles, and mallets.

Five girls are in this room. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) do not attack, but try to flee, if possible.

32c. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief: AC 5; F7; hp 44; MV 120′ (40′); #AT 1; D 1-8 + 2; ML 10; AL C

The chief wears bone armor and is armed with a shield and a *sword +2*.

The Chief's Sons (3): AC 7; F3; hp 20, 17, 16; MV 120′ (40′); #AT 1; D 1-6; ML 9; AL C

Each son wears leather armor and is armed with a spear.

The Witchdoctor: AC 6; C5; hp 21; MV 120′ (40′); #AT 1; D 1-6; ML 9; AL C
Spells: First Level: *cause light wounds (x2)*
Second Level: *hold person, snake charm*

The witchdoctor wears bone armor and is armed with a bone club.

Women (5): AC 9; hp 3; MV 120′ (40′); AL C

These women do not fight.

The chief, his sons, and the witchdoctor come to the aid of the families in the main chamber (area **32**) if the alarm is raised. They also investigate any unusual noises from that area. Should their morale fail, they retreat to this room and make a stand.

The room is cluttered with pots, gourds, necklaces of bone, a rack of skulls, and many animal skins and furs. Hidden in one of the skulls on the rack are five gems (1,200 gp, 1,000 gp, 800 gp, 500 gp, 50 gp). In a wax-sealed gourd is a potion of *flying*. Six furs, each worth 100 gp, hang from the walls.

33. SECRET VIEWING CHAMBER

A secret door, unknown to the natives, leads from the northern balcony in area **32** to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting to the eye a variety of vivid colors.

Several large stone levers and a corroded bronze tube line the south wall of the chamber. Three rotted ends of rope hang from small holes in the ceiling. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The bronze tube was used as a megaphone for the "god's" voice. A small niche has been carved into the back of the statue (**B**) that stands in the slanted section of wall. This statue faces out onto the temple entrance (area **30**) from the northeastern wall. A person can stand in this niche and observe the entrance through two small spy holes.

The walls of the niche are lined with a brownish-looking mold. The mold is filmed with damp dust, so its true color (yellow) cannot easily be seen.

Yellow Mold: AC can always be hit; HD 2; hp 8; MV 0; #AT spores; D 1-6 + spores; Save F2; ML not applicable; AL N

34. PRIESTS' QUARTERS

This secret chamber was where the "gods" watched the services held in their honor. The chamber is bare, and the floor is covered with a heavy layer of dust and fine sand. The dust covers a trap door in the northeast corner, so the characters only have a 1 in 6 chance of noticing it. The trap door is weak and breaks when stepped on, dropping anyone standing on it into area **40** on Temple Level 2. Anyone falling takes 1d6 points of damage.

In the northwest corner of this room, a set of stairs leads up to a narrow platform (**A**). This platform rests behind the eyes of the carved face that looks into area **32**. Anyone standing on the platform may view the main chamber by looking through the two small eye holes. Between the two eye holes is a large wooden piston and handle. If anyone gives it a strong hard pull, this piston sprays a 20-foot diameter cloud of inflammable dust through the nose of the face and into the main chamber. The dust cloud causes any open flames in the main chamber to explode, causing 4d6 points of damage to any character in the area. A successful saving throw versus dragon's breath reduces damage by half. There is a 50% chance that any explosion in the main chamber causes a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.

35. BLOCKED-UP PASSAGE

This hallway ends in a crude wall of stones that completely closes off the passage. This wall was built by the renegade tribesmen to keep creatures from the lower levels of the temple out of their tribal home. The natives no longer bother to guard this wall, as creatures rarely try to come through it. If the characters have suitable tools, they can make an opening large enough for one character to get through in one hour.

36. WEAKENED FLOOR

Unused for many years, this section of floor has been weakened from below. The stone and supporting beams have been rotted by water and slime. The section marked by the T is sturdy enough to support one person crossing it at a time; two or more people crossing it causes the section to break, dropping the characters to the water-filled room below (Temple Level 2, area **38**). No damage is taken by characters who fall.

37. PRIVATE ALTAR

This altar room contains several items once used by the priests in the worship of their "gods." A square stone pedestal stands along the north wall. Next to it are several bone rhythm sticks, three inlaid bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

A small, intricately carved stone box with two hinged doors rests on the pedestal. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid that has a smooth head, large eyes, and a tentacled mouth. The torso is humanlike, and has two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles, each ending in flukelike fins. Each fin is tipped with a single large claw. The statuette is worth 2,000 gp.

The statuette portrays a kopru. For a complete description, see the New Monsters section (p. 30) in the Appendix.

Anyone who looks at this statuette must make a saving throw versus spells. Any character who fails the saving throw becomes a secret servant of the kopru, until the power of the statuette is destroyed. The curse can only be broken if the statuette is blessed by a Lawful cleric, or if the statuette is physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassable. You may choose to have this corridor lead to additional areas that you have designed yourself.

Key to Temple Level 2 (Use Map 13.)

Part of this level is under 5 feet of water. Keep track of which areas are flooded, and periodically remind the players of this special condition through your descriptions. Pay careful attention to normal light sources, as these can easily be extinguished or made useless if characters get them wet.

38. WATER-FILLED CHAMBER

Formerly a torture chamber, this room has flooded to a depth of 5 feet. Characters less than 4 feet tall and wearing metal armor must keep their heads above the water in some manner, or they quickly drown.

The ceiling is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. Characters who enter this room from the hall may break their way through the ceiling to area **36** on Temple Level 1.

Several small, harmless cave fish live in this room and the flooded corridors beyond. They occasionally bump against the legs of the characters, feeling cold and slimy.

There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with a sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10 feet traveled. Stepping on an item causes 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with 5 feet of water. Cell doors crossed with iron bars line the passage. The bars are badly corroded and may be broken by any characters who roll their strength or less on 1d20. All the cells are empty.

39. CHAMBER OF THE GREAT ONE

The doors to this chamber are 15 feet above the chamber floor. The chamber is filled with 20 feet of water. If the characters are not probing ahead, they stumble on the stairs (or dais steps) and fall into the room, taking no damage. Two giant crabs live in this chamber.

Giant Crabs (2): AC 2; HD 3; hp 22, 17; MV 60′ (20′); #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N

Since they cannot swim, these giant crabs usually stay on the dais or on the stairs near the entrance. Each crab is 8 feet in diameter. The crabs are extremely hungry, and attack anyone or anything that enters the chamber.

39a. At this point on the dais, a giant oyster rests 5 feet below the water's surface.

Giant Oyster: AC 5 open, -2 closed; HD 10; hp 55; MV 0; #AT 1; D 4-24; Save F5; ML none; AL N

For a complete description of the giant oyster, see the New Monsters section (p. 30) in the Appendix.

You must decide when the party can see the oyster. Between its open valves is a large black pearl worth 3,000 gp.

If the oyster is attacked from a distance, it closes its shell and does not open for at least 1 turn.

The pearl may be "picked" from the open oyster. The chance of characters other than thieves picking the pearl from the oyster should be 5% worse than a 1st level thief's chance. If the characters are unable to pick the pearl, the oyster closes, possibly trapping an unsuccessful character. The oyster does not open by itself while under attack. It can be pried open by several characters, if they have a combined strength of 50 or more. A *knock* spell also works.

40. LAIR OF GUARDIANS

The floor of this room is covered with small puddles, and the walls are lined with several statues, some of graceful creatures, some of women holding children, and others of fierce monsters. All the statues are well-fashioned, but have deteriorated due to age and moisture. The stones glisten a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look.

A large puddle of water stands before the secret door in the south wall. In the center of the room's ceiling is an obvious trap door. The door leads to an upper floor (Temple Level 1, area **34**). This trap door is made of wood, and appears to be severely rotted.

Four spitting cobras have coiled themselves around several of the statues.

Spitting Cobras (4): AC 7; HD 1; hp 6, 4, 2, 2; MV 90′ (30′); #AT 1 bite or 1 spit; D 1-3 + poison; Save F1; ML 7; AL N

These cobras are cold-blooded and cannot be distinguished from the statues by infravision. Though they can be seen in normal light, the snakes do not attack unless they are approached.

At the base of one of the statues in the northeast corner is a 50 gp gem.

Two exits lead out of this room: the passageway north to area **45**, and the secret door in the south wall. At the point on the map marked " △ " is a hidden trigger that drops the portcullis across the northern entrance to this room when any character steps on it. The characters need a combined strength of 50 or more to raise the portcullis.

The hallway on the other side of the secret door is flooded. The door opens inward, and any characters near this door when it is opened are swept off their feet, and carried 2d6x10 feet down the hall toward the shaft in area **45**. They are knocked around a great deal, taking 2d4 points of damage. Characters not standing near the secret door are able to brace themselves and remain on their feet when the door is opened. Should the secret door be opened from the hall side, all characters in the water are swept through the door into this room.

41. CROCODILE POOL

In the center of this section of hallway is a short staircase that leads up to a platform. The platform stands just above the water level. The floor of the platform is damp and covered with pale fungus, which is cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf notices that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. Three normal crocodiles live in this section of hallway.

Crocodiles (3): AC 5; HD 2; hp 21, 19, 15; MV 90′ (30′), 90′ (30′) swimming; #AT 1; D 1-8; Save F1; ML 7; AL N

These crocodiles have been feeding only on small lizards, rats, and snakes. They attack anything that enters the water.

42. PRIEST'S CHAMBER

The door to this room is closed and, if examined, appears to be tightly sealed. It has kept the water out of the chamber.

If the door is opened carelessly, anyone in the water outside the door is swept into the room, taking 1d6 points of damage.

A small altar stone and several stone benches stand in this chamber. Hanging from a stone hook on the wall is a bone-handle *mace +2*, and hidden in a secret compartment on the right side of the altar are 500 gp and two coral statuettes worth 1,000 gp each. If the room is flooded, this compartment is hidden underwater. Nothing else can be seen in the chamber.

43. RAT LAIR

As the characters move down this hallway, they see several large, rough holes in the walls just above water level. These holes are the tunnels of 10 giant rats, who swim out and attack the characters from both sides as they pass by. The rats are attracted by light and scent.

Giant Rats (10): AC 7; HD 1/2; hp 2 each; MV 120′ (40′), 60′ (20′) swimming; #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N

Should the morale of the rats fail, they retreat into the tunnels to hide. The tunnels are dug out of dirt, and are wide enough for a halfling. The large chamber at the end of several of the tunnels is the giant rats' main lair. The rats try to flee if invaded, but fight to the death if cornered.

In the lair are rags, some bones, a gnawed scroll (with a *levitation* spell on it), and three metal potion bottles (2 potions of *healing* and a contaminated potion, now a deadly poison).

44. FIRE TRAP

This room was originally trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5 feet of water, but the trap still operates—in a different manner.

A wire set about ankle height has been stretched across the center of the room. If the wire is broken or pulled, it releases a spray of fine oil into a 10-foot wide by 10-foot long area in front of the north door. This is special oil that ignites on contact with water. As the oil bursts into flame, a mist of water covers any character in the area, igniting any remaining oil. The oil burns for 6 rounds and does 3 points of damage per round to any characters caught in the fire. The oil may be wiped off.

The burning oil makes the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. Try to make the characters move quickly here: describe the rapidly dwindling air supply, give each character a few points of damage, or have them attempt saving throws versus death ray for unconsciousness.

The door screened by the flames may be opened on a roll of 1 on 1d6 by any character moving underwater. When the door is opened, the water rushes out of the room, sweeping unprepared characters into the lowered portcullis beyond. The first character to strike the portcullis suffers 1d4 points of damage. If the door to the flooded hall (area **43**) is opened, water rushes through the portcullis and down the stairs for 2 minutes (12 rounds). The characters are thrown against the portcullis and underwater, taking 1-2 points of damage each round until they take some action to keep their heads above the level of the water.

On the east wall between the door and the portcullis is a lever. If pulled down, the lever raises the portcullis. If the characters raise the portcullis while the water is still flowing, they are swept down the stairs to Temple Level 3. This causes 2d6 points of damage to all characters involved.

45. BOILING WELL

In the center of this hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U," trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on Temple Level 3 (area **48**).

This water is heated by volcanic action. Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they suffer 2d10 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

Key to Temple Level 3 (Use Map 14.)

This is a single natural cavern of great size. The air is hot, steamy, and fouled by volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, merging with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber prevents the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

TABLE 5
TEMPLE LEVEL 3 EVENTS

Die Roll	Event
1	Mudpot bursts, spraying random character with hot mud (1-3 points of damage)
2	Geyser sprays random character with hot steam (1-4 points of damage)
3	Cloud of steam from hot springs covers 10-foot diameter area, blinding all within it for 1-4 rounds (randomly determine which character it centers upon)
4	Boiling water splashes random character (1-3 points of damage)
5	Gas bubble bursts near random character, who must make a saving throw versus poison or be nauseated for 1 round (no action may be taken)
6	Small tremor shakes the cavern

46. THE MINERAL TERRACE

This terrace leads to the stairs to Temple Level 2. If the characters have been washed down these stairs, they are able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All the terraces are somewhat slippery, and the characters have a 1 in 10 chance of slipping if they are not careful. The characters attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing. They also have a 10% chance per round of slipping. Characters who slip lose at least 1 round while they stand, and may even slip off the terrace (use your own judgment in these situations).

47. THE KOPRU

In the bubbling mud at each of these areas is a concealed kopru. Kopru are amphibious humanoids who dwell in the hot geyser pools.

Kopru (2): AC 3; HD 8+4; hp 49, 44; MV 30′ (10′), 150′ (50′) swimming; #AT 1 bite/1 tail or charm; D 1-4/ 3-18; Save F9; ML 9; AL C

For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The kopru use their special charm ability to capture members of the party. They may also try to lure characters off the paths and into the geyser basins. Characters who fall into a geyser basin take 1d8 points of damage each round from the boiling water. If the charm attempts fail, the kopru either physically attack characters on the paths or hide in the hot mud, waiting for a chance to strike again. If the characters are obviously stronger or are trapped on a terrace, the kopru do not pursue, but wait in the bubbling mud. If the characters are badly hurt or obviously weak, the kopru attack both mentally and physically.

The kopru never surrender, and attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru attempt to use them to restore the kopru's ancient kingdom. If this happens, you may either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be reintroduced later as NPCs. Talk it over with the players and allow them the opportunity to come up with their own solution.

48. BOILING WELL

This is the topmost terrace of this level. Here is the hot spring that connects to the

U-shaped shaft from area **45** on Temple Level 2. The characters may swim to the other side of the shaft and climb out, but they each take 2d10 points of damage unless they are protected from the heat.

On the terrace beside the spring, barely noticeable under a crust of minerals, is a bag containing five emeralds. Each is worth 1,000 gp. The characters find the bag only if they search the terrace.

49. CAVERNS

This set of terraces leads to a series of natural caverns. These caverns are left unmapped, so that you may create your own special encounter areas. You may allow many cave-dwelling creatures to live here, and you may also include exits that lead up to the central plateau.

50. WEAK CRUST

This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character breaks the surface. The character then drops into the hot water, suffering 1d10 points of damage the first round and 1d8 points each round until rescued. The crust is crumbling around the edges, and the characters are not able to come closer than 5 feet to the edge without also falling in. Ropes, poles, and rescue techniques similar to those used on thin ice may be used to save any characters who have fallen into the water.

51. THE HIDDEN THRONE

Set on the topmost terrace, directly under a dripping stalactite, is a throne. A grinning skeleton sits on the throne. Mineral-rich waters, falling from the ceiling over many years, have encrusted the skeleton and throne, hiding all but the most general features. A sword, partially hidden by the mineral crust, lies before the throne. Also concealed by the crust is a ring, which rests on one of the skeleton's fingers. Both are entirely ordinary in appearance. The ring is a *ring of telekinesis*, and the sword is a *sword +2* that has *charm person* ability.

Alternate scenarios

Since this module gives you a great deal of information about the Isle of Dread, you may wish to use these locations and descriptions again, after you have run the main adventure. Some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. DESTROY THE ZOMBIE MASTER

This is a short adventure suitable for use before the characters venture inland for the first time.

The village of Tanaroa has been recently plagued by the attacks of undead creatures. The villagers are frightened, and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people only speak in frightened terms of the Zombie Master. At night, zombies and ghouls prowl the paths, killing lone travelers.

As shown on Map **2**, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, the most fearsome being the Zombie Master. You would have to prepare for this adventure by drawing and populating the tunnels under the graveyards.

2. MAP THE ISLAND

Information is always valuable. After having opened up new territory, a merchant prince or curious mapmaker might wish for more information about the Isle of Dread. The characters could be hired to make a careful survey of the isle, mapping the terrain and noting important features. This would be a dangerous and time-consuming task.

3. THE DINOSAUR HUNT

A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

4. EXTERMINATE THE PIRATES

To provide secure trade with the mainland, it is first necessary to destroy the pirates. The characters could be given the use of a ship by mainland merchants for the adventure.

Use the pirates described in encounter area **7**. If you feel the pirates are not strong enough to challenge the characters, increase the level or number of pirates, or give them stronger defenses.

5. BRING 'EM BACK ALIVE

A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland at the request of some wizard or king.

It would not be unusual for the princes and princesses of Glantri to want a live monster from the Isle of Dread. If this deed were done voluntarily, the reward could be sizable—enough to make the effort worthwhile.

Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean.

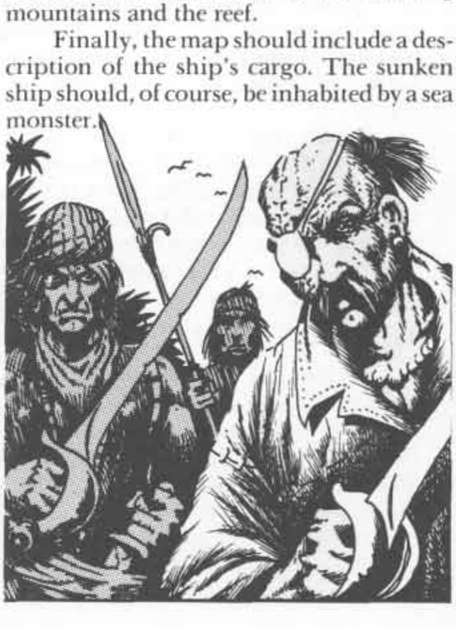
Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape.

6. SUNKEN TREASURE

The characters could find a treasure map that gives the description of a shipwreck near the Isle of Dread. The information in the description should be clear enough for the characters to recognize the island: include notes about the Great Wall, the dinosaurs, and the unusual races.

The map should also include the general location where the ship might be found: a good place might be on the southwestern side, between the smoking mountains and the reef.

Finally, the map should include a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.



Creating human encounters

Human encounters can either be natives or other adventurers accompanied by native guides and bearers. You may set these groups up when they are encountered, or you may take them from the following table and lists. The number appearing is 2d6.

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most have an Armor Class of 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors are usually armed with spears and short bows. You may assign spells or roll them randomly. Magic items may be assigned or rolled for as in the D&D® Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering human party 1:

Fighter, male, 4th level: AC 2; hp 20; AL L
Magic-user, male, 1st level: AC 9; hp 4; AL L; has a *charm person* spell
Thief, female, 1st level: AC 7; hp 2; AL C; has a potion of *diminution*
Normal human, male: AC 9; hp 1; AL N
Normal human, female: AC 9; hp 3; AL C
Normal human, female: AC 9; hp 3; AL L

Wandering human party 2:

Fighter, female, 2nd level: AC 1; hp 13; AL N; wears *plate mail +1* and has a *war hammer +1*
Magic-user, female, 3rd level: AC 9; hp 8; AL N; has the spells *detect magic, protection from evil, phantasmal force*
Normal human, male: AC 9; hp 4; AL N
Normal human, male: AC 9; hp 1; AL L
Normal human, male: AC 9; hp 2; AL C

Wandering human party 3:

Fighter, male, 3rd level: AC 2; hp 14; AL C; has an *axe +1*
Cleric, female, 2nd level: AC 2; hp 10; AL L; has a *purify food and water* spell
Magic-user, female, 1st level: AC 9; hp 1; AL C; has a *sleep* spell
Thief, male, 2nd level: AC 7; hp 7; AL N; has a *sword +1* (*+3* against dragons)
Normal human, male (2): AC 9; hp 2 each; AL C
Normal human, male: AC 9; hp 4; AL L
Normal human, male: AC 9; hp 1; AL N
Normal human, female: AC 9; hp 4; AL L

Sample native leaders

You may want to create NPC personalities to populate the Isle of Dread. Doing so will help you set up background for your adventures. These NPCs are not meant to adventure with the characters or openly attack them.

The following native leaders may be placed in any of the seven villages or used to inspire other NPCs you may create. Three matriarchs and three war leaders are provided here. Details for the Zombie Masters and the other leaders of the villages are left up to you.

Note that the figures for hit points, Armor Class, and number of attacks and damage have already been adjusted for strength, dexterity, and constitution. Assume that the war leaders have shields and spears. Armor will improve their Armor Class.

Matriarchs

J'kal: AC 9; NM; hp 5; MV 120′ (40′); #AT 0; ML 10; AL L; S 8; I 14; W 14; D 11; C 8; Ch 12

This aged and respected woman is a shrewd leader and brilliant strategist. She has a *medallion of ESP*. Through her experience and clever use of this item, she usually takes the best course of action.

TABLE 6
HUMAN ENCOUNTERS

Class (Roll 1d10)	Level (Roll 1d12)	Alignment (Roll 1d8)	Sex (Roll 1d6)
1-6 normal human	1-5 1st	1-3 Lawful	1-3 male
7 cleric	6-8 2nd	4-5 Neutral	4-6 female
8 fighter	9-10 3rd	6-8 Chaotic	
9 magic-user	11 4th		
10 thief	12 5th		

Sanar: AC 9; T3; hp 8; MV 120′ (40′); #AT 1; D 1-4 or by weapon; ML 10; AL C; S 9; I 14; W 9; D 12; C 10; Ch 17

This schemer has one goal—to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar uses any person any way she can as long as that person can serve her needs. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna: AC 9; NM; hp 3; MV 120′ (40′); #AT 0; ML 6; AL N; S 12; I 6; W 7; D 12; C 12; Ch 15

This matriarch is neither very bright nor very brave. She often acts on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she occasionally uses her charisma to sway them. She is much loved.

Tribal war leaders

Bakora: AC 6; F5; hp 36; MV 120′ (40′); #AT 1 at +2; D 1-6 + 2; ML 10; AL N; S 16; I 8; W 10; D 16; C 17; Ch 11

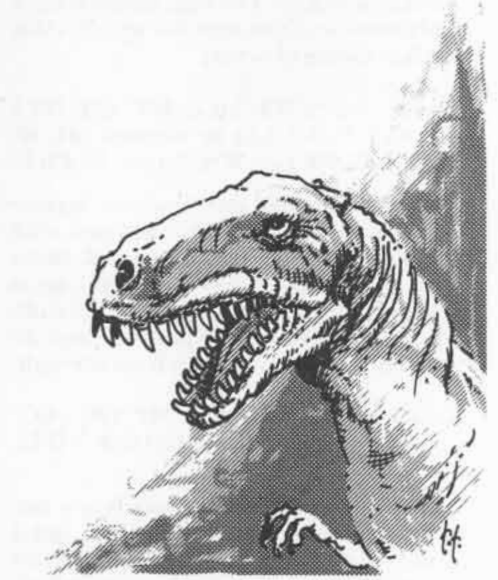
Because of his skill with weapons, this warrior is highly respected in his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro: AC 7; F4; hp 24; MV 120′ (40′); #AT 1 at +3; D 1-6 + 3; ML 10; AL L; S 17; I 10; W 9; D 15; C 16; Ch 12

This mighty leader carries a family heirloom, a *spear +1*. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa: AC 7; F4; hp 20; MV 120′ (40′); #AT 1 at +1; D 1-6 + 1; ML 10; AL C; S 15; I 10; W 8; D 14; C 13; Ch 7

This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.



New monsters

The monsters in this section are special additions for the Isle of Dread. Of course, you may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rule book.

Allosaurus

Armor Class: 5
Hit Dice: 13
Move: 150′ (50′)
Attacks: 1 bite
Damage: 4-24
No. Appearing: 0 (1-4)
Save As: Fighter: 7
Morale: 9
Treasure Type: V
Alignment: Neutral

An allosaurus is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall, and weighs several tons. The allosaurus attacks by biting with its large jaws, which are filled with daggerlike teeth. The allosaurus hunts most often in lowland hills and plains.

Ankylosaurus

Armor Class: 0
Hit Dice: 7
Move: 60′ (20′)
Attacks: 1 tail
Damage: 2-12
No. Appearing: 0 (1-8)
Save As: Fighter: 4
Morale: 6
Treasure Type: Nil
Alignment: Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive clublike tail. This dinosaur walks on four legs and eats plants. It is 15 feet long, 4 feet tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

Aranea

Armor Class: 7
Hit Dice: 3**
Move: 60′ (20′)
In web: 120′ (40′)
Attacks: 1
Damage: 1-6 + poison
No. Appearing: 1-3 (1-6)
Save As: Magic-user: 3
Morale: 7
Treasure Type: D
Alignment: Chaotic

The aranea are an intelligent giant spider race. They are as large as small ponies, and are greenish-brown in color. An aranea is distinguishable from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level spells and one 2nd level spell), and they spend much of their time researching magic.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of each web is roofed with bark, leaves, and vines held together with webbing. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood.

Aranea are the traditional enemies of the phanaton, and attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.

Brontosaurus

Armor Class: 5
Hit Dice: 26
Move: 60′ (20′)
Attacks: 1 bite/1 tail
Damage: 2-12/3-18
No. Appearing: 0 (1-3)
Save As: Fighter: 13
Morale: 8
Treasure Type: Nil
Alignment: Neutral

The brontosaurus is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck and small head. The creature is 65-75 feet long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edges of swamps.

Dimetrodon

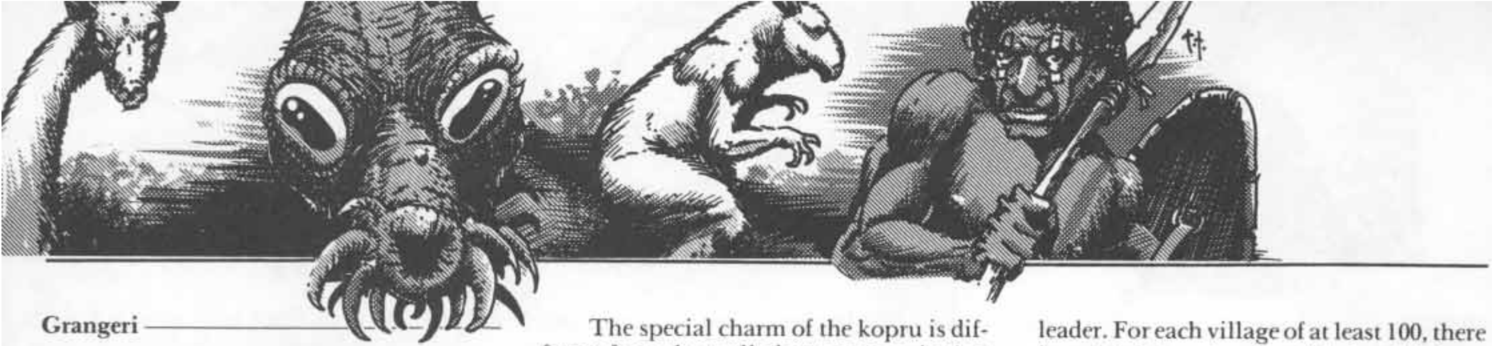
Armor Class: 5
Hit Dice: 7
Move: 120′ (40′)
Attacks: 1 bite
Damage: 2-16
No. Appearing: 0 (1-6)
Save As: Fighter: 4
Morale: 8
Treasure Type: V
Alignment: Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected by a webbing of skin. The dimetrodon is about 10 feet long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class: 6
Hit Dice: 8
Move: 120′ (40′)
Attacks: 1 butt
Damage: 1-12
No. Appearing: 0 (1-6)
Save As: Fighter: 4
Morale: 7
Treasure Type: Nil
Alignment: Neutral

Giant elk inhabit hills and plains. They are 10-12 feet long and weigh nearly a ton. Their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.



Grangeri

Armor Class: 5
Hit Dice: 13
Move: 120′ (40′)
Attacks: 1 bite or trample
Damage: 2-12 or 3-18
No. Appearing: 0 (1-6)
Save As: Fighter: 7
Morale: 7
Treasure Type: Nil
Alignment: Neutral

The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall.

Kopru

Armor Class: 3
Hit Dice: 8 + 4
Move: 30′ (10′)
  Swimming: 150′ (50′)
Attacks: 1 bite/1 tail or charm
Damage: 1-4/3-18
No. Appearing: 1-3 (1-3)
Save As: Fighter: 9
Morale: 9
Treasure Type: I + N
Alignment: Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanlike torsos and two arms ending in webbed, clawed hands. From the waist down, their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.

While they do not truly hate all men, kopru view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments, such as hot springs and tropical swamps. Their civilization has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails around a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30 feet. If the victim fails to make a saving throw versus death ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru is effective.

The special charm of the kopru is different from the spell *charm person*, in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. The kopru know the thoughts and memories of any characters they charm. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a *dispel magic* or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class: 6
Hit Dice: 11
Move: 90′ (30′)
Attacks: 2 claws
Damage: 2-12/2-12
No. Appearing: 0 (1-6)
Save As: Fighter: 6
Morale: 7
Treasure Type: Nil
Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class: 9
Hit Dice: 1-1
Move: 120′ (40′)
Attacks: 1
Damage: 1-6 or by weapon
No. Appearing: 0 (3-30, village 30-300)
Save As: Fighter: 1
Morale: 7
Treasure Type: A
Alignment: Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) are all 1st level fighters, but the natives of peaceful tribes are mostly normal humans who have few higher level leaders. Most natives wear no armor (AC 9), but some wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood (equivalent of AC 5 or 6). Natives may also carry shields.

For every 20 natives, there is an additional 2nd level fighter who acts as their leader. For every 40 natives, there is an additional 4th level fighter who acts as war leader. For each village of at least 100, there is a chieftain who is a 6th level fighter. There is a 50% chance that each village of at least 100 also has a tribal shaman who is a magic-user or cleric of at least 5th level. If 300 natives are encountered, there is a "great chief" of at least 9th level. This chief is guarded by 2d4 4th level warriors.

Oyster, Giant

Armor Class: 5 (-2)
Hit Dice: 10
Move: 0
Attacks: 1
Damage: 4-24
No. Appearing: 0 (1-4)
Save As: Fighter: 5
Morale: None
Treasure Type: E
Alignment: Neutral

This monster looks much like a regular oyster, except that it is 6 feet in diameter, and stands to a height of 4 feet. Its Armor Class is 5 when open, -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

Giant oysters may be found in nearly any type of water surrounding, though they are most often found in cold, shallow water.

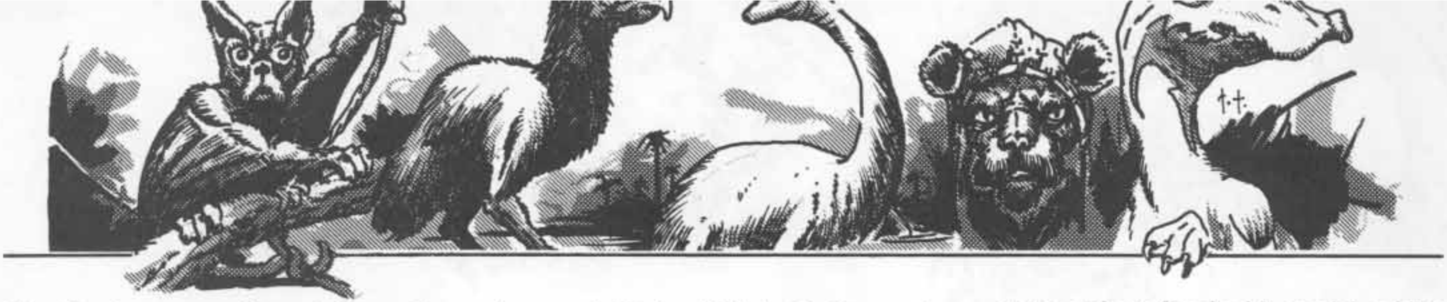
Phanaton

Armor Class: 7
Hit Dice: 1-1
Move: 90′ (30′)
  Glide: 150′ (50′)
Attacks: 1
Damage: 1-6 or by weapon
No. Appearing: 0 (3-18, village 30-300)
Save As: Fighter: 1
Morale: 7
Treasure Type: Nil
Alignment: Lawful

The phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4-foot long tails that can grasp objects. They are even able to manipulate these tails clumsily. For example, when fighting in the trees, a phanaton often wraps its tail around a branch for support.

In addition, phanaton have membranes of skin stretching from arm to leg. They can spread these membranes and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanaton prefer to eat fruits and vegetables, though they may eat meat.



They live in tree-top villages built on platforms of wood and woven vines. The platforms are connected by rope bridges. Each village of 30-300 is a separate clan. Phanaton are the allies of treants and dryads, and are friendly with elves. Phanaton are the traditional enemies of aranea, the spider-folk, and attack them on sight.

For every 30 phanaton, there is a clan war chief who has 3 hit dice and at least 15 hit points. He also has a bodyguard of 2d6 phanaton warriors. Each of these warriors fights as a 2 hit dice monster, and has 1d6+4 hit points. For every 100 phanaton, there is a tribal subchief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief has 2d4 bodyguards, who each have 3 hit dice and 15 hit points. If 300 phanaton are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. He has four phanaton warriors who act as bodyguards. Each of these bodyguards has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class: 6
Hit Dice: 3
Move: 150′ (50′)
Attacks: 1 bite
Damage: 1-8
No. Appearing: 0 (1-8)
Save As: Fighter: 2
Morale: 8
Treasure Type: U
Alignment: Neutral

A phororhacos, or sword beak, is a 6-foot tall, flightless bird having small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speeds across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class: 6
Hit Dice: 16
Move:
  Swimming: 150′ (50′)
Attacks: 1 bite
Damage: 4-24
No. Appearing: 0 (1-3)
Save As: Fighter: 8
Morale: 9
Treasure Type: Nil
Alignment: Neutral

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30-50 feet long. It has an extremely long neck and a large snakelike head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class: 6
Hit Dice: 2 + 1
Move: 90′ (30′)
Attacks: 2 claws/1 bite
Damage: 1-4/1-4/1-4
No. Appearing: 0 (3-30 + 1-8 sabre-tooths)
Save As: Fighter: 2
Morale: 9
Treasure Type: M (special)
Alignment: Neutral

The rakasta are a race of nomadic, catlike humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws. Without these special "claws," the rakasta claw attacks do only 1-2 points of damage each. The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that are then ridden to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding crops, and are fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" sabre-tooths are too ferocious to be ridden by any creature other than a rakasta.

Rakasta settlements average 3d10 rakasta and 1d8 sabre-tooths, and are made up of many colorful tents and pavilions. Although they have type M treasure, the rakasta have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value, rather than gems and jewels.

Trachodon

Armor Class: 5
Hit Dice: 14
Move: 120′ (40′)
Attacks: 1 tail
Damage: 2-12
No. Appearing: 0 (1-6)
Save As: Fighter: 7
Morale: 6
Treasure Type: Nil
Alignment: Neutral

A trachodon is a duck-billed dinosaur that stands 15-18 feet tall. This beast runs erect on its hind legs, and only eats plants. This dinosaur may be dangerous if enraged.

Pronunciation guide

Akesoli - ak e sō′ lē
Akorros - a kōr′ rōs
Alasiyan - al as ē′ an
Alfheim - alf′ hīm
Altan Tepe - al′ tan tep′ ē
Amsorak - am sōr′ ak
Aranea - ar an ē′ a
Atruaghin - at rū á gin

Biazzan - bē′ a zan

Canolbarth - can′ ōl barth
Castellan - kas tel′ lan
Corunglain - kōr′ un glan
Cruth - krūth

Darokin - dar ō′ kin

Ethengar - eth′ en gar

Glantri - glan′ trē
Grangeri - gran jā′ rē

Heldann - hel′ dan

Ierendi - ē er end′ dē

Karameikos - kar a mī′ kōs

Kerendas - ker en′ das
Kopru - kō′ prū

Malpheggi - mal feg′ gē
Minrothad - min′ rō thad

Norrvik - nōr′ vik

Ostland - ōst′ land

Phanaton - fan′ a ton

Rakasta - ra kas′ ta

Selenica - se len′ i ka
Soderfjord - sō′ der fyōrd
Specularum - spek ū lar′ um

Tel Akbir - tel ak′ bēr
Thanegioth - than ā gē oth
Thyatis - thī á tis

Vestland - vest′ land

Ylaruam - il a rū′ am

Zeaburg - zē′ burg

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the Isle of Dread.' Their own small peninsula is known simply as 'Home.'

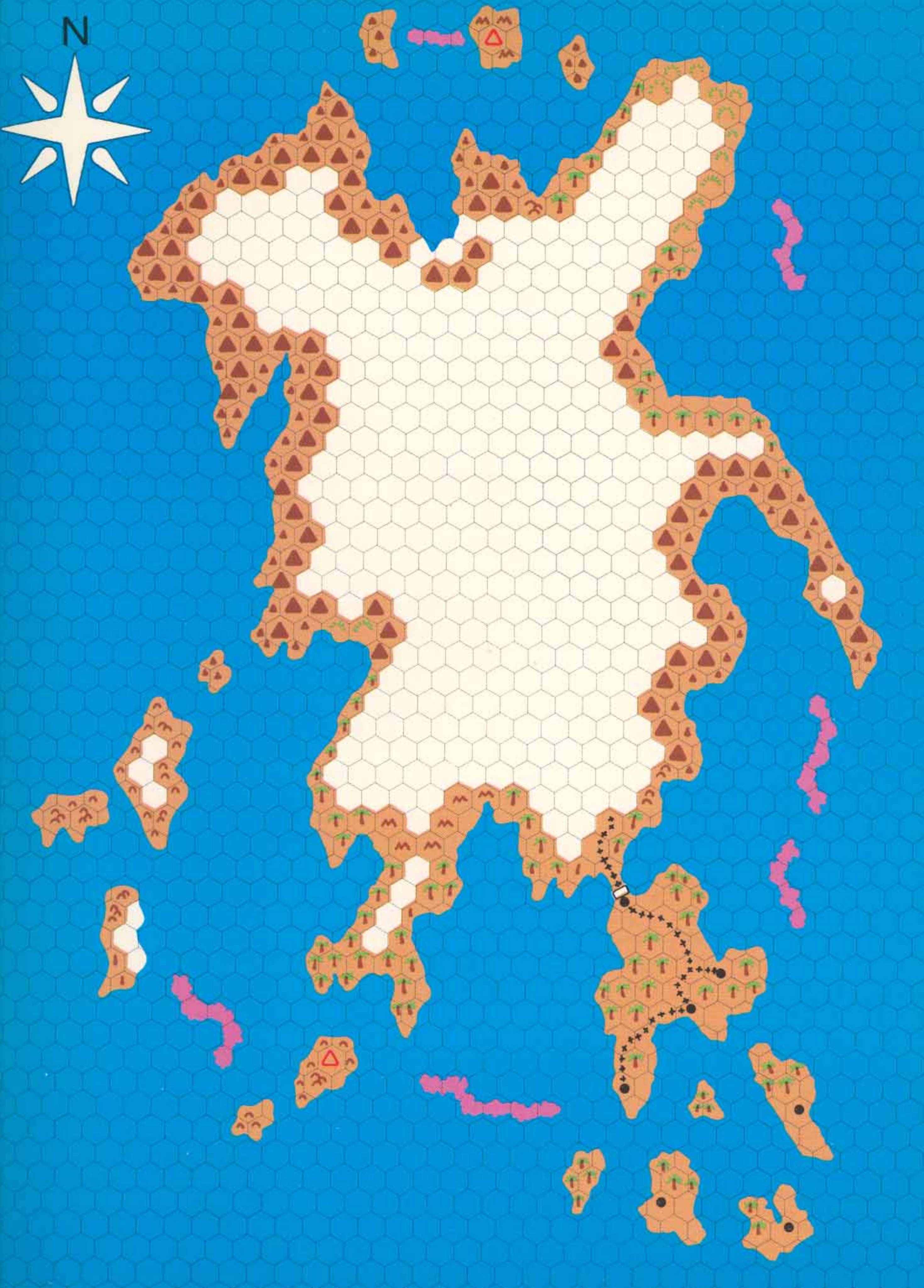
"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendents of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

R.B.: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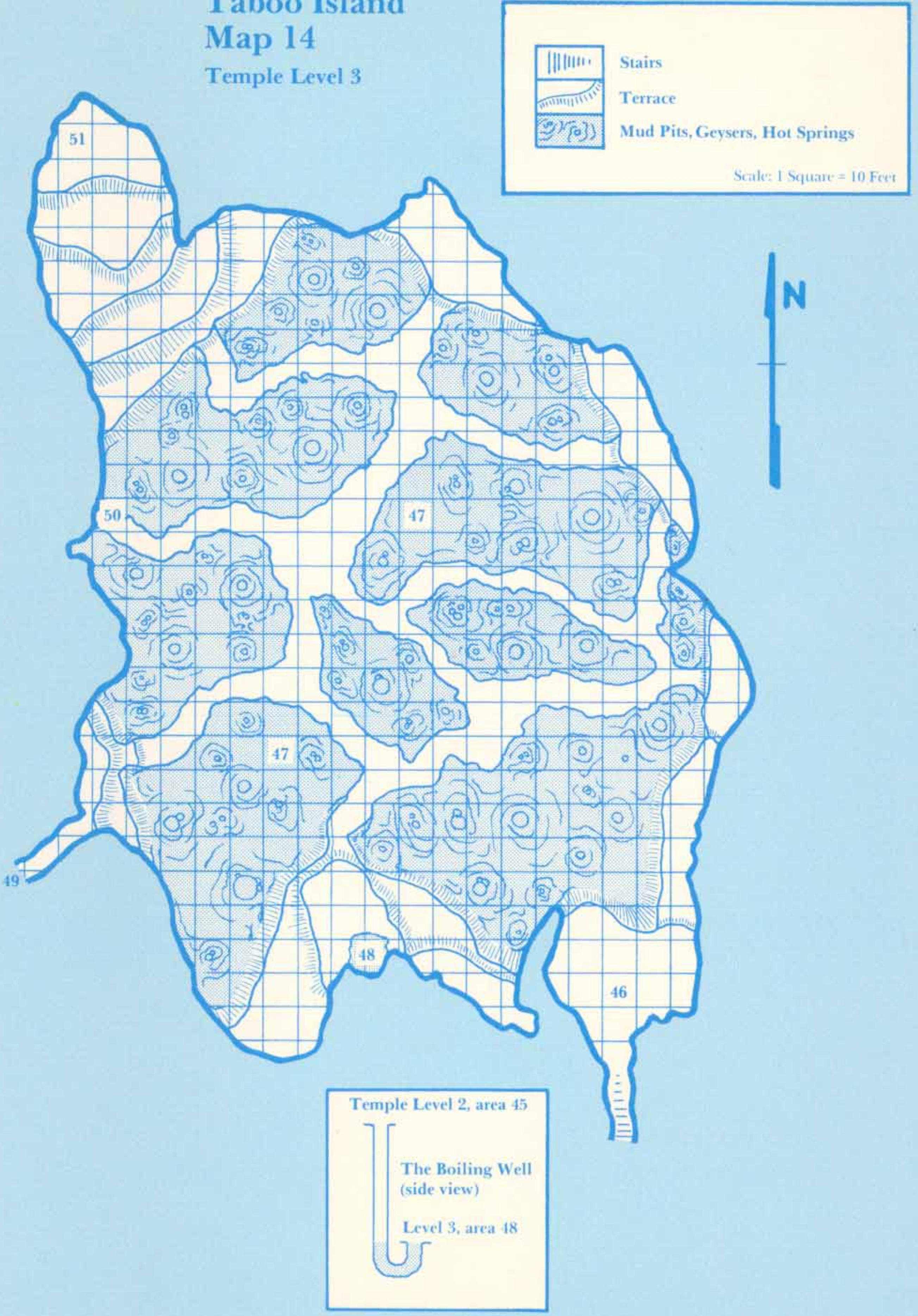
Taboo Island
Map 14
Temple Level 3


Stairs
Terrace
Mud Pits, Geysers, Hot Springs
Scale: 1 Square = 10 Feet
N
51
50
49
47
47
48
46
Temple Level 2, area 45
The Boiling Well (side view)
Level 3, area 48

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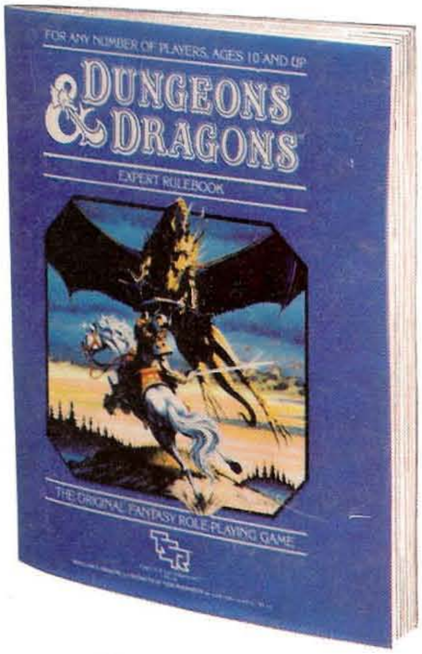
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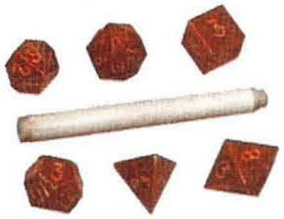

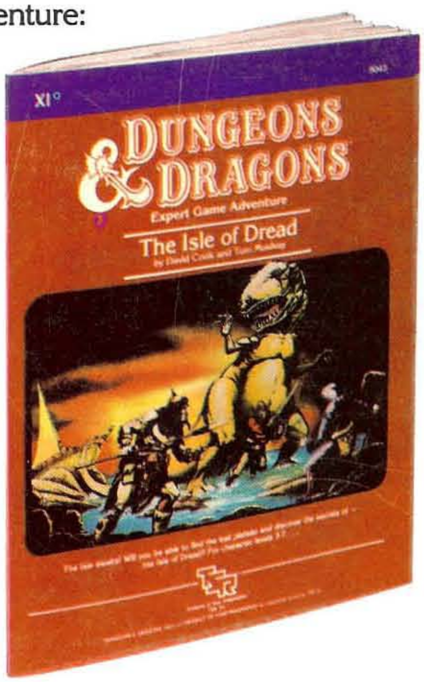
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